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Epworthians'



Fun Book

Epworthians' Fun Book

- of the -

California Conference Epworth League

EDYTHE S. FASSETT

EDITOR

INTRODUCTION BY

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Field Secretary

California Conference Epworth League

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INTRODUCTION

To Those Who May Need the Help "Epworthians' Fun Book" Will Surely Furnish:

I have reviewed the material compiled by Mrs. Fassett and, knowing the need of Fourth Departments and those having to do with the Leisure and the Learning of young people, I hasten to predict a wide circulation and a hearty welcome for this book. It is useless for me to "cordially recommend" the book; an examination of its contents and a glance at the arrangement of the material will be its best recommendations and really the only ones needed.

Jas. A. Sturckow

*Field Secretary, California
Conference Epworth League.*

TWENTY-FIVE SOCIALS **THREE HUNDRED FIFTEEN GAMES**

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FOREWORD

Conceived in the mind of James K. Stinchcomb, our worthy and much loved Field Secretary, while attending our Summer Institutes, this book goes forth as a child to win your affections.

It seems to supply a long-felt need. We have been working for years with the Fourth Vice-President's Manual, edited by the Rev. Peter Jacobs and published by the Central Office of the Epworth League. Herein, are given excellent outlines for socials. For instance, it is suggested that a Pioneer Social be given on or near the Eleventh of February, Daniel Boone's birthday, and a good program is outlined. In our book you will find games that are appropriate for such a social. In many ways the socials given here, are well-rounded-out plans that act as supplements to his excellent outlines.

In many cases more games than could possibly be played in one evening are given so that you may have a wide choice. Select the ones best suited to your needs.

One plan that has been submitted, for general grouping and which we think is excellent, might be applied to any social, where you felt the need of such grouping. It is here quoted, "Last fall we gave a Reception to the Freshmen of our High School. There were over one hundred present, so we divided them into three groups—The Wall Flowers—The I Don't Care To Run's—The Show Me To It's. The liveliest person we had took charge of the third group and they played every game they could possibly crowd into two short hours. Those in the second group were in the sitting games, so called. While those in group one were patients in the hands of the Reception Committee. It was a success! Why? Because we divided our people and put the best leaders we could at the head of each group and then left the rest to God. That is said with the utmost reverence. I assure you, because—God is the ever present guest at our parties, and it is our love for Him that keeps the spirit of harmony in our midst and gives us the desire for truly noble and clean interesting fun."

A gentle hint: Do not neglect the program and educational opportunities of the social. Secure the Fourth Vice-President's Manual and see what chances may be yours to inspire someone to read a good book, seek information, go to College, or become interested in music. Alike is this applicable to Fourth Vice-Presidents and hosts and hostesses at home parties.

If you build your social plan with these four ideas in mind, and with God's help, it is not likely to be a failure,

Recreational Need: For those who work in office every day.

Athletic Leadership: Among those who like to play.

Educational Stimulus: For those from behind counters or from homes.

Leadership: Among those who have had advantage of history, prose and poems.

We acknowledge with grateful thanks the many contributions of social plans, games, stunts and suggestions from loyal California and a few Nevada Epworth Leaguers that have helped to make this book possible. Many of the ideas here carried out were first gleaned at the Asilomar Institutes. This is our book. May it be a worthy companion to all Epworth Leaguers in search of social plans.

—The Editor.

CALENDAR SOCIAL

For a Calendar Social, have twelve girls come costumed to represent the twelve months of the year. These may give out, as they are receiving the guests, little cards which the guests are to pin on, after writing their name thereon. In the upper left hand corner will appear a drawing or the name written, of that month's flower. To illustrate, the girl representing March will give out to all persons that enter the room, who were born in March, a card with a violet in the corner, or the word "Violet" written on the corner. The complete list follows:

January	Snowdrop
February	Primrose
March	Violet
April	Daisy
May	Hawthorn
June	Wild Rose
July	Lily
August	Poppy
September	Golden Rod
October	Aster
November	Chrysanthemum
December	Holly

The invitations might read:

(President's Name)

.....as "Winter" and

(4th Vice-Pres. Name)

.....as the "New Year"
will hold a Reception in honor of the

"MONTHS"

Please Bring

Your Prettiest Calendar

For Exhibit

Friday Evening

Jan. 16th

If each one brings a calendar there will be a varied collection which will indeed be attractive. Allot a space to each month for the display of their calendars. You could group three months together

if your crowd is small. The merits of the different collections might be judged by their appropriateness to the month they belong, either in floral decoration or according to season. Credit also should be given for the best arrangement.

A short program would be interesting telling of curious calendars in the past, as

The Aztec Calendar;

The Dakota Calendar, or Winter Count System;

The Scandinavian Calendar:

And then, the Gregorian Calendar, Our present system.

For helps on the program for this social, you might look up "The Old Farmer and His Almanack," by G. L. Kittredge, and articles, "Calendar" and "Almanac" in the Encyclopaedia Britannica, eleventh edition.

GAMES

One, Two, Three

Form in a large circle, or two circles, if more than forty are playing, all seated. Number around the circle in threes, as one, two, three; one, two, three, and so on. Have three persons in the center who are also one, two and three. Now each one in the center takes a turn at calling one, two or three (not necessarily his own number). When "one" is called, all those numbered "one" must change places with each other, and so on with "two" and "three." The ones in the center can try for a seat only when "their" number is called. However, all in the center may tag anyone changing places if they can. If successful these take their places.

For a small number playing, say twenty, have only one person in the center.

The Mystical Numbers

Make out squares of heavy paper with a number on each, that is beginning with 1, 2, 3, etc., up to the number of people present. Distribute them all. Give out ten beans to each person. Now announce that the persons holding mystical numbers at the end of the game, will receive a prize; also, a prize will be given to the one having the most beans at the end of the game. The object is to barter for the winning numbers.

All numbers called must be placed in a basket. Call out 5 and all multiples of 5. Thereafter, 5, 10, 15, etc., are of no value in bartering. Then call 2 and multiples of 2; 11 and all multiples of 11; 3, all multiples of 3 and all numbers ending in 3; all numbers ending in 9; in 7. This leaves seven mystical numbers in 100. If you desire only two mystical numbers, call 11 and all numbers ending in 1, instead of as above, 11 and all multiples of 11. This leaves "7" and "1" as the mystical numbers.

Three Deep

Arrange company in groups of three, in a circle, one behind the other, facing the center, like the spokes of a wheel. Two extra players are also necessary. One of these starts the game by chasing the other. The runner saves himself by placing himself in front of one of the groups. The chaser must then pursue the end man, or outside player of that group. At any time during the game if the chaser tags the runner, the runner must become the chaser.

This game is a very lively one especially if the players will observe the rule of "immediately" placing themselves in front of someone, when they find themselves the fourth one in the row.

For a small company, arrange in groups of two instead of three.

Zero Game

Obtain two or three sheets of red, white, blue, green and yellow paper and cut out numerous circles (zeros) each two inches in diameter. Divide each zero into four quarters, mix up thoroughly and strew about the room, in sight and hidden. On signal all are told to hunt for zeros and then reconstruct them, each of one color.

Unknown to the guests you assign a certain value to the different colors as White 6, Yellow 5, Green 4, Blue 3, Red 2, and for a zero of mixed colors, 1. Write on a piece of paper and seal in an envelope.

When the signal is given for the end of the search, produce the envelope and explain how the score is to be counted. This will create a great deal of interest in figuring up the various scores.

Resolutions

Give out Watch-shaped booklets. Each person is requested to

write out an original resolution. At the end of a few minutes have each change with his neighbor. Then have the resolutions read. Some of the answers, if I am not mistaken, will be very amusing, while some may be very appropriate to the occasion. Have the booklets returned to the owners at the end of the reading.

Famous Numbers

Give out a number to each person present; or provide the players with pencil and paper and let each write a number on his slip, collect the papers, mix them up, and let each player draw one. Each in turn must name something or someone suggested by that number. The one who is unable to name anything must pay a forfeit.

Suppose No. 1 has 22, he will say: "My number is 22; George Washington was born on the 22d of February." No. 2, "My number is 4; there are four seasons in a year." No. 3, "My number is 13; there are thirteen stripes in our flag."

A better way, in place of forfeits, in case someone is unable to answer, is to have that person pass his number to his right hand neighbor and so on until someone is able to give an answer. The person with the greatest number of slips at the end wins.

The Months

The leader need be the only one who understands this game. He asks, "What month are you going away in?" One player might answer "October." What will you take with you? He could answer, "Oranges." What will you wear? Overcoat. What will you do? Occupy myself with oars. The object is, that the one who answers must make the initial letter of the month chosen predominant in his answer. All who do not do this, must pay forfeits. Of course, these questions are asked in rounds, that is, the first and second questions are asked of all, first; then the third question, etc.

Trading of Events

Select from history as many well known events as you expect people present. Prepare five slips of paper with the event written thereon, and five with the date. Place each set in an envelope. On the evening of the social, have two or three help in giving out these slips. Assemble your company in two rows. Instruct your helpers

to give out one slip to each of ten persons along the row, coming back for another envelope when finished with the first set, and so on. This insures the events and dates being mixed thoroughly.

On signal all are told to begin trading. A prize is announced for the one who first reports with five slips containing one event, and five slips with the correct date of the event.

If you wish to have this a "partner" game, it would not require so much preparation.

Buzz and Fizz

One of the players starts the game by saying "One," the next "Two," the next "Three," etc., until seven is reached when the word "Buzz" is substituted. "Buzz" is also substituted for a multiple of seven, as, fourteen, twenty-one, etc. Also when twenty-seven is reached or any number with a seven in it. When they reach Seventy, they say "Buzz," "Buzz one," "Buzz two," etc., and at Seventy-Seven, say "Buzz, buzz." When a person misses he must thereafter keep still.

"Fizz" is substituted in the same way for five, figures ending in five, multiples of five, etc.

It is very exciting to combine "Buzz" and "Fizz" if the leader insists that the numbers be called off quickly.

Sentences From Numbers and Letters

Give out paper and pencil to each. Ask that each try to make the longest sentence possible from NUMBERS and LETTERS. Examples, KT CC 3 BBB; 2 YY U R, 2 YY U B, I C U R 2 YY 4 MLE.

When the time comes for reading the sentences composed, each person reads his own. No one can protect their sentence after this. Should anyone be able to add another number or letter, making sense of course, to a sentence when read, that person can claim the sentence. When all have read their sentences, each counts the characters in his possession (KT counts 1). The one having the highest score should be awarded a small prize.

A small favor in the form of a suit KS filled with candy might be appropriate. In presenting the prize, you might tell the winner that you hope he will not find this "KS" "MT."

The King's Considering Cap

This game is an old one, played in various ways, and under a score of names. The following way I have found to be superior to most plans used, and has proven very delightful.

The company is arranged in a circle. Elect someone "King." Starting at the left of the King, number your company, 1, 2, 3, etc., until all have a number. Each keeps his own number throughout the game, unless he changes places with the King.

Conversation Used in the Game

King. The King has lost his considering cap, and doesn't know where to find it; some say this, and some say that, but I say No. 1 has it; 1, 2, 3, 4, 5.

No. 1. Who, Sir; I, Sir?

King. Yes, Sir; You, Sir.

No. 1. No, Sir; not I, Sir.

King. Who then, Sir?

No. 1. No. 5 Sir; 1, 2, 3, 4, 5.

No. 5. Who, Sir; I, Sir?

No. 1. Yes, Sir; You, Sir.

No. 5. No, Sir; not I, Sir., and so on.

Explanation

To start the game, the King says, "The King has lost his considering cap, and doesn't know where to find it; some say this, and some say that, but I say No. 5 has it; 1, 2, 3, 4, 5." The King can call on any number.

If he says No. 1, the person who is No. 1 must say, "Who, Sir; I, Sir?" before the King finishes counting. If he succeeds, the King then says, "Yes, Sir; You Sir." No. 1 says, "No, Sir; not I, Sir." The King, "Who then Sir?" As soon as the King says this, No. 1 says, quickly "No. 5, Sir; 1, 2, 3, 4, 5." (Or any other number he chooses to call.) No. 5 must say before No. 1 has finished counting, "Who, Sir; I, Sir?" No. 1 must then answer No. 5, in the same words that the King used in answering him.

If any miss, as they most certainly will, away to the foot they must go, and all move up one seat nearer the King.

Anyone may call upon the King by answering the question, "Who then Sir?" put to them, by saying, "The King, Sir; 1, 2, 3, 4, 5."

Many a King has been dethroned during the playing of this game, by his subjects watching their opportunity to call upon him. If the King fails to say, "Who, Sir; I, Sir?" before five is counted when he is called upon, he must relinquish his throne to the person occupying the chair to the left of the King (which by the way is not always No. 1).

It is not against the rules of the game to call upon the same one that called upon you, or to call upon the King twice in succession. This will surely reduce them to the foot, if they are not very familiar with the game, and played it often. However, the most expert in this game are easily caught unawares, and because of this, the game is a very popular one, as a home game for about twenty people.

It is best, in learning to play this game, to copy out the various conversations on paper, especially for the King's use, as one of his most frequent duties is to start the game afresh each time a person is sent to the foot, by saying the preamble, "The King has lost, etc." Also he must prompt any who may forget the words.

Refreshments

Include, of course, DATES in your refreshments.

Could you write a report of the Chapter's work for last year without padding or vague generalities, that would justify the year's expense and effort spent on the Chapter?—Dan B. Brummitt.

A NIGHT AT A CAFE

The following description of this social, I will quote "in the original" as I received it from a well known Epworth Leaguer.

"I believe the 'niftiest' social I ever attended was 'A Night at a Cafe.'

Invitations were sent out to the opening of the Cafe.

The room was arranged correctly. Little tables scattered all over. A head waiter met you at the door and gave you your location. Girls were there to wait on the ladies, and hat boys present to check our lids. Very artistic menu cards had been printed in water colors. An orchestra was on deck. Four different drinks were served (punch in different colors). The waiters were all in costume with a towel over their arm, etc. In fact the thing was carried out in every detail. The entertainers came around and sang at the tables and everything.

It was a very enjoyable evening, and a mighty fine 'different' social."

GAMES

If this social is given on the 6th of January or about this date, the games can be French Games, from the fact that Joan of Arc was born at Domremy, France, on this day, or they can relate somewhat to the "Cake Festival," or "Twelfth Night Celebration" that was popularly celebrated on the 6th of January.

For French Games that could be used for "A Night at a Cafe" the following are suggestions:

Bouts Rimes

These two words are derived from two French words meaning verses made upon given rhymes.

Two pieces of paper are given to each person, who is requested to write on one of them, two words that rhyme. These papers are then collected and read aloud, after which everyone is expected to write a short stanza introducing at least six of the words given. The stanza is to suggest the menu that the writer would like to have served to him.

This game should produce some very laughable results. A prize

should be awarded to the best, or wittiest, or whatever the committee decides. It may be the prize will go to the menu that is nearest to what the Cafe "can" serve, as chocolate and cake if that happens to be the refreshments.

Vivandiere

Have a girl enter with a tray on which are twenty common articles, such as thread, pen, pencil, thimble, etc. She walks up and down, talking pleasantly for three minutes. She then leaves the room. All are supplied with paper and pencil and told to write down as many things as they can remember.

French Buff

Ten persons might be called upon to take part in this game, in a clear space in the room, for the amusement of the rest.

The hands of a volunteer are securely fastened behind his back, and he is then required to catch someone and name his prisoner before he is freed from bondage. As he can only capture from the back, he can not readily detect whom he may have seized, even when he has succeeded in catching a player; for, of course, the captured person tries to dodge the range of an eye glance over the right or left shoulder. His prisoner, if correctly named, will take his place.

The Mysterious Coin

Secure a Franc piece. Select someone to leave the room. Give the Franc to someone and tell them to pass it to someone else, and so on. Also, others must make a pretense at passing the coin, so that the one who is really passing it, will not easily be detected. Call in the one who is "It." Tell him to find the coin in as short a time as possible. Keep strict account of the time he takes to locate the Franc piece. The person in whose possession he finally finds the "elusive article" becomes "It" for the next tryout. The one who accomplishes the task in the shortest time, is declared winner.

Carrying out the Twelfth Night suggestion regarding the Games, they might center around "Cakes." In the olden times the pastry cooks did their finest baking for this day, and decked their windows with marvelous productions of cakes.

Girls Representing Cakes

During the evening or as part of the program, have one girl enter

at a time, representing a certain kind of cake. The first one to guess correctly will receive a triangular piece of paper representing a piece of cake, and so on with each kind of cake as it is guessed. The one who has the most pieces of cake at the end, could be presented with a real cake as a prize, which of course he will not eat all by himself. The following hints might be helpful in carrying out this idea:

One dressed in dark brown would suggest "Chocolate Cake";

One in orange-colored cheese-cloth, "Orange Cake";

Another with wreaths of raisins, currants and citron, suggesting "Fruit Cake";

While one in just a plain dress with no signs suggestive of any cake may be "Lady Cake," or "Plain Cake";

Another carrying a hammer and pounding it whenever she saw fit, suggests "Pound Cake";

Strawberry Shortcake, Devil, Angel, and Poor Man's Cake are only a few of the many that can be used.

Announce a B. P. C., L. P. C., N. P. C. Contest

Select as many names of cakes as you have tables at your Cafe. Divide each name into as many parts as you expect to have players sitting at each table. If you plan on seating four at a table, and one of the cake names selected is Orange, write OR on one piece of paper, AN on another and G and E on each of two others.

After giving each one of these prepared pieces of (paper) cake, tell them to find the other three-quarters of their cake and sit at one table.

Each table must then prepare a piece of poetry about their kind of cake.

When time is up, have someone from each table read that group's composition, and the best receives the B. P. C. prize, or Big Piece of Cake, and the next receives the L. P. C. prize or a Little Piece of Cake, and the one that does the poorest receives the N. P. C. or No Piece of Cake.

Cake Sale

Each player is given a card or sheet of paper prepared with the fol-

lowing questions, or they may be dictated at the time. The one wins who has the largest number of answers correct.

What kind of cake would you buy for—

- | | |
|---|----------------------|
| 1. Advertisers? | (Cream Puffs) |
| 2. Carpenters? | (Plain [plane] cake) |
| 3. Dairymen? | (Cream cake) |
| 4. Dynamiters? | (Raisin cake) |
| 5. Geologists? | (Layer cake) |
| 6. His Satanic Majesty? | (Angel's food) |
| 7. Idlers? | (Loaf cake) |
| 8. Milliners? | (Ribbon cake) |
| 9. One who lives on his friends? | (Sponge cake) |
| 10. Politicians? | (Plum cake) |
| 11. Sculptors? | (Marble cake) |
| 12. Those who sample all of these too much? | (Stomach ache) |

Apron Wearing Contest

Borrow enough common kitchen aprons to put one on every gentleman attending. At the proper signal the apron exchanging begins. One young man walks up to another and starts in by saying, "Thank you," and then asks a question, after which he counts ten. The one addressed must answer by first saying "Thank you," and then supplying the answer to the question, before the other is finished counting. If anyone fails to introduce his declaration with a "Thank you" he must take the apron of the other fellow. This he fastens over the one he is already wearing. If he is not quick he will soon be wearing several. After fifteen or twenty minutes' drill the contest closes. Every man must then pay one cent for every apron he is wearing as a fine for being careless in "politeness." The ladies present will enjoy seeing the men robed with aprons. The new garb will embarrass the brightest so that they will be more easily caught than if otherwise attired. Even the bashful fellow will find himself doing his best to get rid of the apron. The fellows who have no aprons, when time is called, escape the fine.

Program

For a Twelfth Night Program (and also St. Valentine's) see "The Year's Festivals," by Patten, for suggestions.

PIONEER NIGHT

February 11, 1735 is the birthday of Daniel Boone. We might celebrate this day by holding a "Pioneer Social." For a program, secure a real pioneer in your community to give a ten-minute address. Perhaps you could find two pioneers, each to talk on a different aspect of pioneering, as "Prairie Fires" and "Exciting Experiences." Sing a few of the old favorite songs. An exhibit of pioneer relics would attract interest. Whatever you do, first secure your talent, then advertise well in advance.

A Pioneer Social is, of course, appropriate to many other times of the year. It might be given in May, as on May 14, 1804, Lewis and Clark started on their wonderful expedition to the Oregon Country.

GAMES

A Coon Hunt

This game will put all on a friendly basis. If a large company, have four sides. Otherwise have two sides. Each side selects a Captain. Previously nuts have been hidden all around the room. Place a basket at each end of the room; one for each side.

When the signal is given, all must look for the nuts. However, instead of gathering up the nuts found, each must find a nut and "bark" at it until the Captain comes and taking it places it in the basket belonging to his side.

As he can carry only one nut at a time to the basket, the Captain has a merry time keeping up with the barking. For a reward you could give a box of "shells" (shelled nuts) to the winning side in the hunt and tell the losers they have to wash the dishes at the end of the evening.

Prairie Fire

This is an old Scotch game adapted. We use the word "Prairie" instead of "Mountains."

"Fire on the Prairie, run, boys, run!
You with the red coat, you with the gun.
Fire on the Prairie, run, boys, run!"

A center player repeats the verse, during the entire game. He may stop at any point in the verse, calling "Base."

Each player has a "base" (chair). These can be arranged in a circle but should be as far apart as possible. There is also an odd player in the center. When the "Base" signal is given, the players must change places, running only on the outside of the circle. The "odd" player tries to secure a base. If he succeeds the one without a chair must leave the circle. Also remove one base, each time.

When there are only two players left, have them circle the chair and some distant object. The one winning calls the verse for the next game.

The Stampede

Divide company into two sides. Arrange a base for each across the ends of the room, also have a base about three feet wide marked off, in the center of the room. Each side toes the center line nearest their goal.

One side is called "Odd" and the other "Even." Someone sits at the piano. If he strikes an odd number of notes one after the other, the "Odd" side makes for their goal, the "Evens" pursuing them. If an even number of notes, the "Evens" run for their goal, the "Odds" trying to catch them. If any are caught before they are inside of their goal line, they must join the ranks of their opponents. The side wins which has the most number on their side at the end of the game.

Rabbit

Divide your company into groups of four. Have three of these join hands and one steps into the center. Have two extra players; one is the rabbit and the other is a fox. The fox chases the rabbit. The rabbit darts into a circle. If tagged, however, the rabbit becomes the fox and the fox turns and runs as the rabbit.

Each time a player enters a circle, after running, he must change places with one of the three in the circle. This gives everyone a chance to run sooner or later.

This game is also called "Squirrel Tree Tag."

Baste the Bear

This is an old English Game. You will need six toy balloons. Select three from each side, one side to compete against the other; that is, first one side will be the bears, then the other side.

Have a long string on each balloon and tie over and under the arms of the ones who are the bears, so that the balloon is at their back. The three others are provided with swats (newspapers rolled up).

Strict tab is kept of the time it takes to "kill" the bears (break their balloons). The side wins which accomplishes this in the shortest time.

Indian War Dance

All join hands in a circle and dance around a small stool or cushion. Each tries to get his neighbor to touch the stool, but tries to keep clear of it himself. Whenever anyone is unfortunate enough to touch it, he must drop out of the game.

If you are having contests, have each side select a certain number, say six, to dance the "War Dance." The one to drop out first loses 12 points for his side; next one out, 11 points, then 10, 9, 8, etc. The side losing the least number of points, wins.

Wild Game

Have the following pictures of animals pinned up in one corner of the room, decorated to represent a forest:

- | | |
|---------------------|--------------------|
| 1. Grizzly Bear | 6. Red Deer |
| 2. Common Gray Wolf | 7. Tiger |
| 3. Woodchuck | 8. American Beaver |
| 4. Lion | 9. Chipmunk |
| 5. Common Red Fox | 10. Common Raccoon |

As players make their way into the forest couples are formed, and each pair receives a slip of paper on which are written the following unintelligible-looking words. A line running just below says: "These are the scientific names of the beasts visible at present in the forest. Please identify each with the picture by writing opposite it the number found on the picture to which you think the name belongs."

Ursus horribilis
Canus lupus
Arctomys monax
Felis leo
Vulpes vulgaris

Cervus elaphus
Felis tigris
Castor canadensis
Tamias striatus
Procyon lotor

Of course, these last are in the same order as the numbered names above. In preparing the slips for the guests, change the order of the names.

Prairie Schooner

From the fact that a prairie schooner rocked from side to side on its trip to the frontier, this game receives its name.

Two lines. Have every other one raise their hands. They are the Wheels; the others are the Axles. Or call them Reds and Whites, if you like that better. The object is to pass bean bags alternately across the lines to reach the end of the line first. Have five red and five white bean bags. Start the bean bags one right after the other. It is a very merry game if all follow the rules. A hint: you must have two distinct colors for your two sets of bean bags, or much confusion will result.

Pioneers

Prepare booklets in the shape of a log cabin. Explain that the pioneers whose names are to be guessed were all born in the month of February.

1. An English PIONEER of humor.
2. A PIONEER of submarine art.
3. A Real PIONEER.
4. A PIONEER in the freedom of a race.
5. A PIONEER of the real short story.
6. A PIONEER "Father" of a Country.
7. A PIONEER with his pen against political and moral evil; famous for his satirical poems.
8. A PIONEER of French Romance with an object.
9. A PIONEER of much loved, American School-room poetry.

Answers

1. Charles Dickens,	Feb. 7, 1812.
2. Jules Verne,	Feb. 8, 1828.
3. Daniel Boone,	Feb. 11, 1735.
4. Abraham Lincoln,	Feb. 12, 1809.
5. Edgar Allen Poe,	Feb. 19, 1809.
6. George Washington,	Feb. 22, 1732.
7. James Russell Lowell,	Feb. 22, 1819.
8. Victor Hugo,	Feb. 26, 1802.
9. Henry Wadsworth Longfellow,	Feb. 27, 1807.

Your department is a great training school. Make it a field wherein people may discover their talents. Help them to find their place. Develop leadership for the Church, community and world.—The Epworth League Fourth Vice-President's Manual.

S-s-s-s-s-s-s-s

Boom! ! ! ! ! !

Ah— — —

Sky-rockets!

Hamilton! !

A HEART AFFAIR

When inviting the guests for this Valentine Party, request each one to bring an original valentine addressed to one of the guests. As the guests arrive the hostess collects the valentines, being careful to keep those addressed to ladies in one pile, and those addressed to gentlemen in another. She then hands each one a valentine. These are then read aloud and a jolly time will be the result.

However, for a Social it might be a better plan to ask everyone to bring a Valentine or Valentines addressed to anyone he or she chooses and that Cupid will conduct a Post Office where same can be mailed during the evening.

GAMES

✓ Comic Valentine Cut-Up

Buy ten comic valentines, if you expect forty people. Cut each valentine into four pieces and fold each piece twice. When the game is about to begin let each person help himself to a single piece, which must not be opened until all have drawn. When the bell sounds, all open their scraps and endeavor to mate them with those of other people, so as to form a complete picture.

This is an excellent "first" game to get your crowd acquainted and friendly.

Valentine Alphabet

Assign an even number of "comic valentines" to each side. This will divide your company into two sides for this game.

Have two sets of letters on large pieces of cardboard. You can have the entire alphabet if you have a large crowd. If you have a small crowd just have the letters of the word Valentine. Have one set red and the other blue. Have a Captain of each side (called Cupid) who selects the persons to hold the letters for his side. The balance are rooters.

Director gives out the words to be spelled by the persons holding the letters, arranging themselves in the proper order. If you have a full alphabet choose such words as HEARTS — VALENTINE — LOVE — LOVERS — CUPID, etc. If not, make out a careful list beforehand of the words that can be formed from the letters given out.

If a letter occurs twice in a word and there is only one person on that side who has the letter, he or she must run first to the one place and then to the other where that letter belongs. Side in order first each time, 5 points. Each one on the winning side receives a small red paper heart on a string. In each contest during the evening the players will endeavor to add another heart to their string.

Partners

To secure partners for the next game, prepare red hearts according to the number you expect. Give each one. Have them write their name on same. Drop the girls' names into one vase and the boys' names into another. Have each in turn draw for a partner. This follows a very old Valentine custom.

A Heart Hunt

Have half as many large paper hearts as there are players. Any paper which can be written upon, even wrapping sheets, will do for this. Across each heart write a quotation about love from the poets. Then cut the hearts in half and hide one-half of each. (If this seems to be too much preparation, number each half of the heart alike.)

Give each couple half a heart. Form them in line and march around the room to appropriate music. (Red Wing is suggested.) When the signal is given all break ranks and the object becomes to see which couples can find the missing half of their heart, first. The first five couples reporting could be awarded an additional heart for their string, or given a heart and a string, if this was their first winning.

Cupid

This is an adaptation of "Tucker" but is an excellent way to secure partners for the next game. This game can be played with or without music.

The leader stands in the center. All others get partners and when the leader calls out "March" they circle around him with their partners. Then leader calls "Girls on outside and boys on the inside," and they change places. Second call, "Girls march in front of boys," and the girls step in front of their partners, but all keep

marching in a circle. The third call is "Halt and face your partners"; then "Grand right and left," and the girls wind in and out in one direction and the boys in the other. It must be understood that the boys must turn back for this, or always go to the left, so no confusion results. Suddenly the leader calls, "Cupid" and captures a partner of the opposite sex if he can.

The one who does not get a partner is leader the next time.

After a few rounds, never tell how many, the partners secured when time is called will play the next game together.

Suspended Hearts

Have different sized hearts (about five) strung on a stout cord, and placed about five feet from the floor. Divide company into two sides (if they have just played the previous game, after "Cupid" has been called and all secure partners, forming in a circle again to play, call time and assign an even number of couples to each side for this game). Elect a Captain, who chooses three couples from each side to compete. Each one is given bean bags with which they have three chances to hit the suspended hearts. The smallest heart contains the largest score as 20, the next 10, the next 5, then 3 and 2. The side scoring highest wins, each a heart for his string.

Heart Sentiment

Have the same partners as last game. Give each couple a piece of cardboard cut to the shape of a heart. Have them unite in writing down as many terms of sentiment as possible. At a given signal all must stop writing and each in turn reads his list. All who have the same word on their heart must scratch it out. Of course, the ones with the unusual words will be the winners. If more than one couple are in line to win, have them draw, or in some way decide the final winners. This couple can be crowned King and Queen of Hearts and distribute the Valentines that were brought earlier in the evening.

However, all winning in this game, receive a heart for their string.

Other contests will suggest themselves from the varied "Valentine" games to be had, if those outlined here are not new to you.

A prize might be given to the one with the most hearts on his string.

To Decide Winner

If there are several with the same number, decide the winner in this novel manner; have each one open a book to any page he chooses, and announce the letter that begins the left-hand page. The letter nearest the top of the alphabet would win.

HOME GATHERING

If your Valentine party is held in a home, some of the following games might be used.

Partners

A huge heart is drawn on a black board or stiff paper. The heart is divided into as many sections as there are girls present and each section is marked with some girl's name. The boys are blindfolded and each in turn is furnished with a white arrow, cut from stiff paper, and is sent to the heart with directions to pierce it with the arrow. To pierce means simply to touch it for the purpose of the game. The girl whose name is written in the section he pierces becomes his valentine.

Love Letters

Have one person step from the room and each must write a love letter to him or her not signing any name (may be advice about love, if they like). These are given to the hostess, who calls the person in, and reading the sentiments one by one he must guess in three guesses who sent it to him. If he does not, the hostess goes on to the next one, and so on. If he guesses correctly that one then leaves the room.

Hearts and Arrows

Have partners for this game. The Valentines selected in the first game might be a good way to solve who shall be partners for this game. Each boy in turn is given a paper heart. Each girl is given a tin arrow. The girls are all blindfolded, and on signal must cross the room to where the boys are standing with outstretched paper hearts waiting for their partners to pierce them with their tin arrows. The first couple to accomplish this, wins.

Paper Doves

The "dove" has long been connected with St. Valentine's Day. Therefore cut out for your Valentine party a number of white paper doves. On each dove write a letter of a famous lover's name. Thus, Juliet would be written on six doves, viz.: J on one dove, U on one, L on one, etc. The name Evangeline would be divided into six parts and written on six doves.

Each will then hunt for six doves. It might be well to give each a dove containing the first letter of some name, to start the hunt.

Another pretty version could be developed in this way: Each dove would have written on it a message hinting at the direction which should be taken to find the next one. Thus, on one dove the message would be: "Carrier Pigeon No. 4 was last seen flying West." Or, "Carrier Pigeon No. 5 was seen a moment ago flying due South." Going in the direction indicated in the message the player discovers the next dove in his series, which with its message assists him still further in his quest. The last dove (for the boys) could contain the name of his partner for refreshments.

A Heart Game

Cut a number of cards in heart shape out of white cardboard. On one half of the number of cards write the name of a famous lover in history or fiction, and on the remainder of the cards write the names of the ladies to which the lovers were devoted. The following are some of the names that can be used:

Romeo and Juliet	Gabriel and Evangeline
Dante and Beatrice	John Ridd and Lorna Doone
Isaac and Rebecca	Othello and Desdemona
Hiawatha and Minnehaha	John Halifax and Ursula March
John Alden and Priscilla	David Copperfield and Agnes Wakefield
Paul and Virginia	Hamlet and Ophelia
Punch and Judy	Robert Browning and Elizabeth Barrett
Jack and Jill	Billy Wiggs and Lovey Mary
Ivanhoe and Rowena	Shakespeare and Anna Hathaway
Cinderella and the Prince	Robert Burns and Highland Mary
Darby and Joan	The Judge and Maud Muller

The above names will make forty-four cards. If more are desired make out more than one set of some names. The hearts are then all well mixed up, each one is given four, and the remainder placed on a center table. The object is to secure mates, that is, if a person holds Romeo he must have Juliet before he can lay these cards aside. The first one to mate all of his cards wins the game.

The game is started by someone calling for a card. Suppose the person calling has Dante. He then desires to secure Beatrice. He must designate someone and ask them for the card. If they have it, they must give it to him. If not, he takes another heart-card from the table. The next player to the right continues the game. One rule, however, that all must not forget is, that only those that hold the names of the lover can call. If a player has the card bearing the name Minnehaha, he cannot call for Hiawatha, but if he holds the Hiawatha card he can call for Minnehaha. If a player does not have a lover in his hand, when it is his turn to call, he can take one from the center table, as long as there are any left. When these are exhausted, such a person can name anyone, and that person must exchange a card with him, giving him a lover. He then proceeds to ask someone else for the matching card.

Program

For a short program, look under the heading of "Festivals" in the Public Library.

St. Valentine—An ideal time for "Cupid" to reign supreme. Are we offering wholesome places and wholesome opportunities for our young people to meet, woo and win their life companions?—Rev. Peter Jacobs, B. D.

AN IRISH PARTY

Faith an' its plazed the Hamilton Epworth Leaguers 'll
be to meet you the Seventeenth in th' avenin'.

Waller and Belvedere Streets

San Francisco.

The Wearing of the Green

Pin a slip of paper containing the name of something green,
as

1. Lettuce
2. Pine Tree
3. String Bean

on the back of each person as they come into the room. Also give them a piece of paper and a pencil. They are to try and keep all the others in the room from finding out what their name is and at the same time try and put down on the paper opposite the correct number the names of all the others.

Lakes of Killarney

Have pieces of green cloth, paper or anything available laid down in a circle with spaces between. Play a march. All (each with a partner) must walk in a circle and over the Lakes to the time of the music. When the music stops any found in the Lakes are out of the game.

Drop the Shamrock

Partners stand next to each other in a circle. Same as "Drop the Handkerchief" only have a large shamrock cut from green paper instead of a handkerchief. Play with partners instead of singly. That is, one couple is out; they hold hands as they march around and run together after the Shamrock is placed behind some couple. Both couples must run the same way. If the first couple is caught they must go into the center of the circle.

Trip to Belfast

Make two chalk lines on the floor. Have one from each side compete. A pair of opera glasses is needed. Contestant must look through the opera glasses and walk the length of the line and return. One returning first, wins. First use the large end of the opera

glasses, then reverse. More than one on each side can compete if desired.

Joke Hunt

Cut Irish jokes in half and hide around the room. Have all scatter and hunt for same. Two that match are partners for the next game.

Irish City Charades

Have the boys and girls line up according to height for partners. Then divide into two sides. Select one couple as Captain of each group. Give each a map of Ireland. Each side in turn must act out a City of Ireland to be guessed by the other side. If one side fails to guess, the other side secures a couple from that side. It is best to let one couple do the acting for their side, giving each couple a chance to do something, thereby. However, if a name chosen requires more than one couple to act it out, the side is at liberty to use more people.

Pratie Race

Have five from each side compete in spooning potatoes with a wooden spoon to a certain point and back.

Trip to Dublin

Have about three or four maps of Ireland. Divide your company into as many groups. Blindfold each player in succession and have them pin a shamrock as near as they can to a black spot representing Dublin.

Lettuce Leaves

Pass greens in the shape of lettuce leaves, with these queries on one side:

A large European city and green?—Paris green.

Green, an elevation of land, and a division of the United States?—Green Mountain State.

A synonym for "constantly" and green?—Evergreen.

Green, and a building?—Greenhouse.

Green and something much in evidence on a New Year's Eve?—Greenhorn.

Green and not forward?—Greenback.

Green and what goes with apple pie?—Green cheese.

Green and a portion of the surface of the earth?

—Greenland.

Green and a part of a house?—Green room.

Give some appropriate prize to the winner. A head of lettuce could be the booby prize.

Program

A program for this social could be short sketches of Irish Life. Reference: "The Fascination of Ireland," by Walter. There are chapters on "Country Customs," "St. Patrick" and "Country Fairs"; in the last mentioned chapter there are two ballads of wandering beggars, which might be appropriate.

The wise Chapter grows its workers instead of importing them.—The Efficient Epworthian.

How do you do, Mr. President? How do you do?

Is there anything that we can do for you?

We're mighty glad you came,

We hope you feel the same;

How do you do, Mr. President? How do you do!

A LEFT-HANDED SOCIAL

This would be an appropriate social to give on the fourth Friday evening in March (being near the First of April). Many Epworth Leagues have now set aside the fourth Friday evening in each month for the League Social. They are thus assured of their evening, and the other organizations of the Church plan accordingly.

Assign all as they arrive to different groups, after shaking hands with the left hand.

Introductions

If you like, tie a paper bag on each person's left hand, and tell them that the first one to wear out his bag shaking hands with people will receive a little prize.

Have about six groups. We arranged three tables and three stations as described hereafter. A forfeit must be paid whenever they use the right hand.

(For a Program, which could be introduced at any time during the evening by calling a halt in the games, could be a talk on Ambidexterity or Two-Handedness; or relating to the value of being able to write as well with your left hand as with your right. Reference: "Ambidexterity," by John Jackson. Have the Boy Scouts put on a Left-Handed Drill.)

TABLE NO 1

Portraits

Group is divided off into partners. Each must draw with the left hand his or her partner's picture.

At the signal of a bell, or whistle, all change to the next table; that is, those at Table 1 go to Table or Station 2, those at 2 go to 3, etc. Ones that win, get their cards (in the shape of fools' caps) punched, likewise their partner's card.

STATION NO. 2

Indoor Golf

A waste paper basket is placed about 15 feet from the players. There are three bean bags. Each is given three trials to land the bean bag, thrown with the left hand, in the basket. (The basket has to be weighed down.) If two throw the same number of times in

the basket these compete again until there is one winner. Winner's partner each time is given a punch on his card also. Select different partners each time.

TABLE NO. 3

Fish Pond

Secure the children's game of Fish Pond, having a board with a number of slits in it, fish with numbers on them and four fish poles. All must fish with the left hand. It is very amusing how awkward one can be with the left hand. If more than four are in this group, the game will have to be divided into relays, and points awarded accordingly. For a substitute use peanuts with loops of thread on them, and homemade fish poles.

TABLE NO. 4

Picture Scramble

Pictures are cut up in about six pieces each. (Perry Pictures are suggested—they are pictures with a purpose. Select Famous Paintings, Bible Pictures, etc. Secure catalog from The Perry Pictures Co., Malden, Mass., for 10c containing miniature illustrations of 1600 pictures. Cost 1c and 2c a piece.)

One that succeeds in piecing together the most number of pictures in a given time wins. After each has pieced about two pictures together they call the other members' attention to the fact and then put the pieces back into the center of the table and mix them up again, so there will always be enough sets to keep all busy.

STATION NO. 5

Pie Plate Contest

Have a tin pie plate. Place a book or some object on the floor about 10 feet away from the players. They must roll with their left hand the pie plate so that it will touch the book. This is quite a stunt to do. If all fail to come near the book, let each try again in turn. Soon someone will discover that the pie plate has to be started in a diagonal direction away from the book in order to touch it. Once this is known more will come near hitting the goal, and some will touch it.

STATION NO. 6

Potato Race

Three tablespoons and three potatoes are needed. The three that compete at a time toe a mark and with a spoon (potato in it) in their left hand, are told to rush towards a chair on the other side of the room, and put the potato on the chair. The first one accomplishing this wins. At the signal all rush off, but if one is wise he will go slower and finally land his potato on the chair, whereas, those that rush generally get as far as the chair but in their excitement they bump the potato down so hard on the chair that it rolls off and so cannot count.

Serve refreshments from bottom of plate, make them eat with left hand, and pass the napkins last.

A prize can be given to the one securing the most punches in their card.

Forfeits can be redeemed by paying 1c each.

*Isaiah has a motto for social committees: "Strengthen the weak hands."
—Amos R. Wells.*

NEWSPAPER SOCIAL

As the first continuous newspaper in America, the "News-Letter" of Boston appeared, April 21, 1704, a Newspaper Social would be appropriate to give some time during April.

The program could consist of

Newsboy Drill,

—Six Boys.

Ten Minute Talk on the "Art of Printing" or

Ten Minute History of the Modern Newspaper.

—By a Printer.

Guessing Advertisements

Cut out pictures from well known advertisements; but nothing that will tell what they represent. Pin all around the walls; number. Have company guess the names, by writing them down. Prize for winner, Package of Corn Flakes.

Winners

Instead of giving a prize for each game, why not give out to each person a folded piece of white paper. The highest score each time or winner, or if desired two winners, get a narrow piece of black paper pasted on their newspaper, to represent a column. (Have a special committee to do this.) The one with the most number of columns at the end of the evening wins a prize.

"SPORTS"

Newspaper Race

Each contestant is given two pieces of a newspaper. At a signal the race begins but the object is that the contestant can step only on the newspaper. Therefore, he must put down first one foot on a piece of the newspaper, then move the other piece and place his foot thereon; only moving forward as he moves the newspaper. Those who win in the first race compete with others until winners are reduced to two in number.

"FASHIONS"

Boys Dress Girls in Newspapers

Select partners by matching cut advertisements. Give each boy a newspaper. Tell him to dress his partner in the newspaper. The

girl may suggest to the boy what he may dress her to represent, as Columbia, a bride, an Indian girl, etc. Of course, the most picturesque and best dressed Newspaper girl, wins, as also her partner.

"SPORTS"

Newspaper Tag

The old game of "Tag" with this variation. When anyone approaches another to tag them, that person can stand on a piece of newspaper and thus escape being "It." Provide enough newspapers so that everyone playing can have a generous piece, for the papers soon wear out in the grand shuffle. However, its a great deal of fun, even if the room is strewn with papers from end to end when the signal is given for the end of the game.

"SPORTS"

Newspaper Swat

All in a circle; have a newspaper rolled up. All put their hands in back of them, opened to receive the newspaper. One who is out passes around the outside of the circle. He places the newspaper in someone's hands, and joins in the circle. The person who now holds the newspaper must swat his right hand neighbor all around the circle, if he can, and back to his place. The one with the newspaper then goes around the circle and places the swat in someone's hands and joins in the circle. The object is to place the newspaper in someone's hands whose right-hand neighbor is sleeping; thus catching that person unawares and giving him a surprise beating before he starts to run.

Columns

Players line up in parallel lines or ranks with ample space between players and ranks, in order to clasp hands according to either facing. That is, at first all will clasp hands, across aisles, facing front. When whistle is blown all right face and clasp hands with the person in back of them, thus making the aisles run lengthwise of the room, instead of across the room as before.

Two persons are selected; one to chase the other. The great fun lies in the fact that the chased and chaser must follow the aisles. When the whistle is blown and the aisles change their direction, the runners must still follow them. A wise leader will blow the whistle

many a time just as the chased is about to be caught, thus averting the climax. When this happens the excitement is "top pitch." When caught each chooses another to take their place.

Hat Quoits

Secure a hat, place on a sheet of newspaper (not opened out). Give each person ten pieces of cardboard (not too heavy) about $2\frac{1}{2} \times 4$ ".

Appoint Captains. One from each side alternately compete. They try to throw the cards, one at a time, in the hat. If a card goes in the hat, 5 points are scored; if a card lies on the newspaper, 3 points; if partly on the newspaper, 1 point.

HOME GATHERING

For a home gathering, some of the following games might be used successfully.

Composition

Request each one to write an advertisement for a newspaper. The funnier the better. Much enjoyment will be evident in reading.

"Hidden" Advertisements

Request each to think of something that he wishes to advertise. Then each is requested to write his advertisement without disclosing the name of the article. When reading them, the company is to guess what article it is. Give a clipped advertisement to each one that guesses correctly. One with most at end of game receives a small prize.

"ADVICE TO THE LOVELORN" CORNER

Love Letters

Distribute newspapers, paste, scissors, and large letter size pieces of blank paper at a number of different tables. About six gather at each table. Each will compose a letter, asking advice, regarding a love matter. A short letter will do, containing only two or three sentences, as "I am in love with a man of 200 lbs. My mother won't let me marry because I am too young. I am 46. What shall I do?" Pass the letter to right-hand neighbor, who writes the advice at the bottom of the letter. An answer to above could be, "If two

hundred pounds sterling you mean, marry him, and then gain your parent's consent."

"HOME DEPARTMENT"

Newspaper "Toys"

Making aeroplanes, hats, houses, darts, etc., from pieces of newspaper might be a pleasing contest. Instructions should be copied from library book and supplied to each table competing.

"SOCIETY COLUMN"

How Do You Like Your Neighbor?

Seat company in a circle. One in center says, pointing at someone, "How do you like your neighbor?" The answer must be "Not at all," or "Very much." Should it be the first, the person is requested to say what other two members of the company would be preferred as neighbors; then the new neighbors and the old must immediately change places. The questioner tries to secure a seat for himself. If the answer had been "Very much," all must change places.

"NOVELTY CORNER"

Ribbon Matching Contest

Secure a number of different colored pieces of ribbons (or pieces of cloth would do); cut each in two pieces and put one part in an envelope, and seal.

Divide your company into two sections, and have so many from each side selected to compete. Have as many envelopes prepared as you expect people to play in this game. Twelve on each side would be a good number.

Place all of the other halves of the ribbons on a table in the center of the room. Line up each side at either end of the room.

On signal, all who have envelopes, rush to the center, tear open their envelope, secure the matching piece of ribbon and return to their side. The side back first, of course, wins.

Book Reviews

Like consequences: First, write a book title real or imaginary; fold, pass.

Second, another book title.

Third, author's name.

Fourth, a quotation, or motto.

Fifth, an opinion of the press.

Example:

WATER BABIES
or A WESTERN STORY
By A. WISEACRE.

"A thing of beauty is a joy forever."

"We would strongly recommend this new and valuable work to all lovers of Botany." — San Francisco Bulletin.

"DRAMA"

Circulating Library

The names of well known books are acted out, one after the other. Each writes down the name he thinks the scene represents. The one having the most names correct at the end might be given a book as a prize. A booby prize might be a **few leaves**.

"Old Curiosity Shop" almost acts itself.

"Twice Told Tales" could be real old jokes, given by two boys.

"The Man Without a Country" could be represented by six boys. Each brings in a placard with him, bearing a name of a country, as America, England, France, Belgium, Italy. The last one comes in without any placard. The rest ask him where his sign is, and he tells them he couldn't find it. They tell him to look for it. He goes out, but comes back again without any, and the rest let him stand in line. Curtain.

"The Scarlet Letter" could be represented in this way. Present a home scene. Suddenly someone knocks at the door. Someone exclaims that it is the postman. That person goes out and returns with a letter in a scarlet envelope.

"Kidnapped" could be a picnic scene with man, woman and child. The adults start picking flowers and wander off, after lunch. A Gypsy comes and takes the child away; they return, and search diligently for the child.

"The Ring and The Book" can be acted out easily.

Many other titles that can be presented, will suggest themselves when once you have started to carry out this idea.

"MUSIC"

Musical Arms

Have girls line up. Put hands on hips, alternately; first girl, right arm; second girl, left, etc.

Have one more boy than number of girls playing. Boys circle around girls, to music. When music stops, boys must grab a girl's arm, on the side he is on; no crossing through the line allowed. Odd player drops out each time. Also one girl is taken out. Reverse and have boys in line and girls marching around them.

There is much excitement, when with only one boy left, two girls are dashing madly around him, seeking to secure his arm, and thus be the winner. If the music is played for a number of minutes, before stopping, when there is only one left in the line and two marching around him, there is much merriment for the spectators.

Pictures

This is a good game for a small crowd. Secure pictures of well known places, buildings, or people. Arrange company in School Class fashion. Exhibit each picture in turn, so all can see. One to identify it first, goes to the head of the class. One at the head of the class at the end of the game wins some sort of laurel.

Truth

Make out two sets of numbers on heavy paper about $2\frac{1}{2} \times 4$ " up to a number equaling twice the number of guests. For instance if you expect 12 guests, make out 2 sets of figures up to and including number 24. This gives you 48 cards. Give each person 4 cards. All sit in a circle. Have someone start by throwing a card in the middle of the room, and asking a question. Anything will do, the more personal the better as it creates more merriment. "Were you ever in love?" generally brings a tart reply. The person who holds the duplicate throws it in the center and answers the question. Then that person continues the game by placing a card in the center and asking a question. Given the right crowd there will be many a laugh and many a witty answer with this simple game.

The best advertising for this month's League social is the memory of the good time everybody had at last month's social.—The Efficient Epworthian.

A MERRIE ENGLAND REVEL

Goode Friend:

Thys is to let you wit, with greetynys, that in her royal progress through her realm of Merrie England, Her Majestie Queen Elizabeth will pause, as her custum is each yeare, to hold revels. This yeare it will be at her good Castle of Hamilton where Her Majestie will look to see you among the revelers.

Master of Revels to Her Majestie

(4th Vice-President's Name)

(Date)

Either at Christmas time or on Shakespeare's birthday (April 23d), an English evening is quite appropriate.

Be sure to have candles in your scheme of decoration.

Have a Knight at the door to welcome your guests. He gives each a card with a name from English history or fiction, of the time of Queen Elizabeth. A scribe should write with a quill pen (if obtainable) the name of each person, and their assumed name, on a scroll. This will be used a little later. Here are some of the names that can be used; secure a library book on Queen Elizabeth and Her Times, and many more names will be suggested.

Shakespeare, and some of his friends as, Sylvester, Camden, Jonson, Donne, Sir Walter Raleigh, Stow, Beaumont, Fletcher, Bacon, Sir Robert Bruce, Cotton, Dekker.

Queen Elizabeth, Lord Burghley, Spenser, Sir Thomas More; Fiction names, Maid Marian, Robin Hood, Will Scarlet, Friar Tuck.

Some of Shakespeare's characters.

Getting Acquainted

After a goodly number have arrived, courtiers give out to each person present slips of paper with three names thereon. They are told that for the next fifteen minutes (or until a bell rings) they must find one after the other of the persons named and become acquainted with them.

English Pictures

Secure pictures of famous English buildings, places, etc., and pin

them around the room on the walls, numbering each. About ten make a good number. This is a splendid educational game, and there are some really beautiful pictures to be had of the following:

Salisbury Cathedral,
Houses of Parliament,
Gloucester Cathedral,
Cathedral, Lincoln, England,
Tower of London,

Westminster Abbey
St. Paul's, London
Buckingham Palace
Trafalgar Square, London
Thames River Scene

English Characters

Select about ten names of well known English men and women. Write each letter of each name on a square of paper. Duplicate each name five times. Then you will have enough squares of paper for about forty people to play this game.

Divide your company into groups of about ten. Have each group select a Captain. Each group gathers around a table.

Pin all of the letters, written on the squares of paper, separately on the wall.

On signal each player must rush to the wall and bring back one at a time, to his group, as many of these letters as possible. The Captain remains at the table and arranges them, as rapidly as he can, to form names.

The group wins that has the most number of complete names, when time is called.

English Cities

Select ten names of well-known English cities. Write on the blackboard the first and last letter of each name with little dashes to represent the number of letters between. For instance if Gloucester had been one of the names selected, you would write it on the blackboard in this manner, G-----R. First one to call out the name gets 1 point.

English Flag

Give out pencils and paper, and announce that the one who can make the best copy of the English Flag will receive a small prize.

For a program, Readings could be given from Shakespeare, Bacon and Spenser. Also "Strolling Players" could entertain.

Old games should be played such as

London Bridge,
Around the Mulberry Bush,
Tag,
Going to Jerusalem, which might be called,

Going to London

Chairs are placed in a long row, every other one facing in opposite direction. Everyone takes a seat except the leader. He has a cane, and going around the row of chairs he says, "I am going to London to buy a hat, and I would like you to go with me," (touching someone). They must arise and march after the leader. He keeps talking and touching people until all are marching with him. A chair is removed from the row, and a march is played on the piano. The musician must stop abruptly every now and then. When this happens all scramble for seats. The one without a seat must drop out of the game; also one chair must be removed each time.

Charlie Over the Water

"Charlie over the water; Charlie over the sea;
Charlie catch a blackbird; can't catch me!"

For a small crowd this is an excellent game. All join hands in a circle, and walk around a center player singing this verse. The center player must play fair and keep his eyes closed during the time he is "It." At the end of the verse, all stop moving, and the center player advancing must touch someone. By touching their hands, hair, face, watch-charm, necklace, or dress, he is to tell who it is. If successful that person must go to the center.

Hunt the Slipper

All sit in a circle on the floor. A slipper is passed behind their backs. One in the center must try to locate the slipper. It is quite allowable to hit the center person, with the slipper, when a good opportunity presents itself.

Charades

Charades illustrating a few names of characters from Shakespeare can be worked out successfully in the following manner,

Illustrating "Shylock"..... shy and lock.

Act I.

Scene: Two girls gossiping.

1st Girl. Have you seen Rosalind today?

2nd Girl. No, why?

1st Girl. She has a ring.

2nd Girl. A ring? An engagement ring?

1st Girl. Well, it was a diamond, and it was on her third finger.

2nd Girl. This is one time news surprised me. She was so shy I did not think any young man would ever have the courage to propose to her.

1st Girl. I, too, have a ring and I feel like a king!

2nd Girl. Oh, let me see it. Do tell me all about it., etc., (as one girl rushes after the other off the stage.)

Act II.

Scene: Mother and son standing at a kitchen door.

Mother. Son, didn't I tell you to mend this door?

Son. I did.

Mother. Well, you may have fixed the hinges but the lock won't work and where is the key?

Son. Oh, I left the easy part for Father to do!

(Mother pursues Son with a broom.)

In this way, conversation introduced on the spur of the moment illustrates the name to be guessed by the opposing side. They cannot guess until all the Acts are given. By announcing the number of Acts at the beginning the guessers will know how many syllables are contained in the word.

Hamlet (Ham let), Romeo (Rome E O), Antony (Ann tony), Orlando (Ore land O) and Cassius (Cash us), are suggestions.

Jenkins Says Hands Up

For a small gathering this is an excellent game. An even number of people are on either side of a table; each side elects a Captain. A small coin is needed. The side that wins the toss hides the coin in hands under the table.

After a few seconds the Captain of the other side says, "Jenkins says, hands up!" At which signal all must put their elbows on the table, hands closed. Then on the next signal, "Jenkins says, hands

down!" all hands must rest flat on the table. Of course, all do this quickly so that the coin will not be detected. If any move without "Jenkins" being said before the command, or if anyone besides the Captain gives the order, the coin is forfeited to the other side.

Now the work of the opposing side is to locate the coin.

Either of the following methods may be used,

1. The Captain may have as many hands raised as he desires before he points to a hand saying "Jenkins." For instance, the Captain in consultation with his side, has two hands raised, one after the other, and then decides that the coin is under a certain hand; he points to that hand, says "Jenkins" and if successful secures the coin for his side. If he fails, the same side hides the coin again.

2. The second way is to allow the Captain, aided by suggestions from the rest of the players on his side, just three guesses to locate the coin.

3. As per the first suggestion, with this addition, that when the Captain has guessed the hand containing the coin, if successful, his side receives one point for each hand still remaining down on the table. If unsuccessful the opposing side receives one point for each hand still remaining down.

Feather

Tie a heavy string to a post or nail in the wall or door handle. Divide your crowd into two sides. Line them up on each side of the string.

Have someone in the party hold the cord about taut. Secure a feather (with very little stem) that will float easily. The person at the end, holding the string, blows the feather.

Then each side goes in for a battle royal to keep the feather from landing on their side. One point for each time a side is successful in having the feather land in their opponents' territory.

Cat and Mouse

Arrange the chairs about eighteen inches apart in two rows with a clear central passage. Blindfold a boy for cat and a girl for mouse, and let the rest of the company sit down on the chairs. The boy is led to one end of the row and the girl to the other, and "Off" is cried by the company. It is the business of the cat to try to catch

the mouse, who may dodge in and out between the chairs, or go up and down the middle, uttering every now and then a tiny squeak to give the cat a hint as to where she is. When caught each selects one to take their place.

Cross Questions and Crooked Answers

Another way, to play this old game, superior to the "whispering" method, I think, is as follows. Give out a slip of paper to each and ask them to write a question on same. These are collected in a hat. Give out some more slips of paper and ask that an answer to an imaginary question be written. Collect in another hat.

Mix each set of slips thoroughly. Then give out a question to each and an answer to each. The reading of same should cause some amusement.

FORFEITS

Bite an Inch Off the Poker

The one who has to do this must hold the poker an inch away from his mouth, and bite the air.

Put Yourself Through the Keyhole

Write "yourself" on a piece of paper and put it through the keyhole.

Sit Upon the Fire

Write "the fire" on a piece of paper and then sit upon it.

Kiss a Book Inside and Outside Without Opening It

Kiss it in the room and take it out of the room and kiss is again.

Place an Object So that No One Can Jump Over It

Place a small object against the wall.

Put One Hand Where the Other Cannot Touch It

This is done by placing your left elbow in your right hand.

Blow a Candle Out Blindfolded

Place a lighted candle on a table. Tell the culprit that to pay his forfeit all he has to do is to be blindfolded, take three steps away from the table, turn three times, take three steps towards the table

and blow out the candle. Nearly always, after he has followed these directions he will be blowing away at a chair, curtains or the piano, with the candle safely burning two or three feet away from him.

Act the Dummy

They must do whatever the company wishes them to, without speaking.

'Twas I

The victim in this case is unmistakably doomed to occupy a very humiliating position. He must go around the room inquiring of each person what object he has seen lately that has particularly attracted his attention. The answer may be—a monkey, a baby, a goat; whatever it is, the unfortunate redeemer of the forfeit must remark —“ 'Twas I.”

Act the Parrot

Two can redeem their forfeits at the same time. One is Polly and the other teacher. They must give an exhibition.

Make Your Will

The one redeeming this forfeit must make a will leaving each one in the room something, as a lock of hair, his good reputation, his patience, his beautiful eyebrows, etc.

Cat's Concert

Four can redeem forfeits at the same time, by each singing a different chorus, on a signal.

Chewing the String

A large piece of wrapping paper is placed on the floor. Two persons who are redeeming their forfeits sit at either end. A string is placed between them, on which is tied, in the middle, two wrapped chews. With hands behind their backs, each must begin to chew his end of the string. The one arriving at the center first, secures both the chews as a reward.

*If all the year were playing holidays,
To sport would be as tedious as to work.*

—Shakespeare.

A BIRD SOCIAL

Announce several weeks beforehand that a BIRD GUESSING CONTEST will be a feature of this evening's entertainment. Nearly everyone is interested in this subject and will do a little studying-up for such an occasion. Bird Day is May 15th.

Secure a good book on birds, with clear pictures. You will have to sacrifice this book for the evening's entertainment but it is generally worth it. Carefully cut out each picture, noting the name of the bird immediately on a sheet of paper, and numbering each carefully. The one who guesses the most bird names should receive a worthy prize, such as a Bird Book.

For the Cut-up Book, "My Book of Birds" is suggested, 50c; "A B C Book of Birds," 25c.

Prize could be "Bird Study Book," by Pearson, 1.25; "Second Book of Birds," by Miller, 1.50; "Western Bird Guide," 1.25. All obtainable at the Emporium, San Francisco.

GAMES

The Bird Sellers

Arrange players in a row, leaving one outside, besides the Leader. This one represents the bird buyer, and stands off about ten feet.

Give each player a name of some bird, as

Crow	Blackbird	Owl
Crane	Bluebird	Night Hawk
Canary	Kingfisher	Nuthatch
Robin	Finch	Blue Jay
Cardinal	Swallow	Sparrow

The one out says to the Leader, "I wish to buy a bird." "What kind," says the leader. The answer is, "A bird that can fly swiftly." Leader, "Very well, take what you wish," "Then, I'll take a Robin."

The one who is the Robin must immediately leave his place, run around the end of the line, in back, around the opposite end and to his place, the one desiring to buy him, madly pursuing. If he catches him, he is out.

A variation of this is to have two lines, the first two in the line named Robins, for instance, the next two, Crows, etc. When the

leader calls a name of a bird, the two possessing that name rush from the right of their chairs, to the back, around their aisle, up front, and back to their places. If two lines are playing, have the score, 5 for the winner. If three lines, (for a large crowd) have the score, 5 for the winner,—1 for the loser, and nothing for the other.

Bird Catcher

One of the party is chosen to be the Bird Catcher. The rest fix upon some particular bird whose voice they can imitate when called upon, the owl being the only bird forbidden to be chosen. Then sitting in a circle, with their hands on their knees they listen to a story the center player has to tell. Each one as the name of the bird he has chosen is mentioned, utters the cry peculiar to it, never for a moment moving his hands from his knees. Should the Owl be referred to, however, everyone is expected to place his hands behind him, and to keep them there until the name of another bird has been mentioned, when he must as before place them on his knees.

During the moving of the hands, if the Bird Catcher can succeed in securing a hand, the owner must pay a forfeit and also change places with the Bird Catcher. We must not forget to mention that when the leader, refers in his narrative to "all the birds of the air," all the players are to utter at the same time the cries of the different birds they represent.

Where there are birds there are generally trees, flowers and woody things, so the following games would also be appropriate.

Trees

One tree you are sure to find by the sea.	(Beech)
Another when sold secures a big fee.	(Fir)
A carpenter uses one as a tool.	(Plane)
Another is old, very old as a rule.	(Chestnut)
One of the human hand is a part.	(Palm)
Another is "all right" in business art.	(Oak)
One comprises many sighs.	(Pine)
In two letters one tree lies.	(Elm)

One floats easily on the sea.
One was made for you and me.

(Cork)
(Date)

Squirrel Tree Tag

See the game of "Rabbit" under a Pioneer Social.

Squirrel

Divide the company into two sides. Give each side a basket containing eight nuts. Also an empty receptacle of the same kind. The participants sit facing each other in two lines.

When the signal is given the players at the head of the line must pass the nuts in the full basket one at a time but as rapidly as possible to the player next to him. This player likewise when he has received the full number, but not before, passes them to the next one in the line and so on until the empty basket is reached. Then, if so agreed on in advance they must be passed back in the same way. The line first to send all their nuts along the line to the basket in which they originally were, wins the game.

Bird's Nest

This is a mystery game, and can be played during a lull in the more active games. All sit in a circle and watch the leader. She places five books in a row, selects a confederate, and is ready to mystify the company. Taking the confederate outside she explains methods; he returns, asks anyone to choose a book and tells them that his partner will guess correctly the one they choose. (The books are supposed to be birds in a nest.) The leader returns, and watches the confederate point to first one and the other book asking if it is that one. The leader will answer correctly.

The mystery lies in the fact that the books are numbered, mentally, 1, 2, 3, 4, 5. Now if the confederate touches the second book, SECOND, when asking the leader which book it is, that is the correct one for the leader to guess. Suppose the fourth book has been selected by someone. The confederate touches, say three, five, two and then four, as he must, in this case touch the fourth book, FOURTH. This simple arrangement has mystified a company for an hour, and sometimes when we finally told the secret, some could not then get it into their heads. It's real easy when you think it over a few minutes.

Flowers and the Wind

Divide the company into two sides. Each side has a goal at either end of the room.

One side is the Wind, the others are the Flowers. The Flowers choose some flower, in secret consultation. Then they advance to the center line giving only the first letter of the flower chosen. A strict rule is, that no very uncommon name can be selected. When the wind shouts the correct flower-name, the flowers run for their goal. All caught must join the Wind.

If the name presented by the Flowers is guessed, the sides change about, the Wind becoming the Flowers, for the next round.

Colleges have their songs. Why should not Epworth League Chapters have their songs? It would be an additional bond of fellowship, and there are many occasions when the use of the "Chapter hymn" would be both appropriate and beautiful.—The Efficient Epworthian.

Tune—"John Brown's Body."

*Skeddaddle, daddle to Asilomar,
Skeddaddle, daddle, daddle to Asilomar.
Skeddaddle, daddle to Asilomar,
To our Epworth League Institute.*

INSTITUTE SOCIAL

Decorate the League Room with Institute banners and pennants of all sorts, kodak pictures of Asilomar, tennis rackets, pine boughs and baseball bats.

Upon entering, have each one register and assign him to some tent house, giving him a slip with the number written upon it. This is to be kept until the Stunts are given.

CLASSES

Let the company decide which of these three subjects they wish to take and then divide them into groups accordingly.

Mission Study

Cut out pictures of various nationalities and paste them on cardboard. See who can guess what nationality they represent, most correctly.

Bible Study

Use any good Bible Game; preferably one in rhyme form. The following is a suggestion:

	Answers
A was a king accuser of Paul;	Agrippa
B was a city that had a great fall;	Babylon
C was first Gentile a Christian to be;	Cornelius
D betrayed Samson, for a small fee;	Delilah
E was a servant, then prophet and teacher;	Elisha
F was a governor who tried a great preacher;	Felix
G was a province and also a sea;	Galilee
H was of Tyre, and sold Solomon many a tree;	Hiram
I was a prophet sent to save the land;	Isaiah
J a fisherman, who followed the beck of a hand;	James
K stands for royalty and also a book;	Kings
L had a wife who backward did look;	Lot
M was a mother, the sweetest we know;	Mary
N was a ruler, who to Jesus did go;	Nicodemus
O was a mount near a famous city;	Olivet
P was a preacher who once had no pity;	Paul
R was a maiden who loved her adopted land;	Ruth

S was a monarch who built a temple grand;	Solomon
U was the name of the land that was Job's;	Uz
V was a queen, who lost her queenly robes;	Vashti
W was a journey that took 40 years;	Wandering in the Wilderness
Z was a city of many hopes and fears.	Zion

For several of the descriptions more than one person will answer and if a good reply is made it should be accepted whether it is the one expected or not.

Junior League

This could be a cut-out contest. Have some black paper and sheets of white paper. Each cuts out shapes from the black paper and pastes on the white to form some Institute scene as "Camp Fire," "A Hike," "Running for the Dining Hall," "A Baseball Game." Anyone attending an Institute might do some suggesting. Folders of the coming Institutes might be placed on the center table of this group, thus reminding them by words and pictures of many Institute features. A prize should be given for the best cut-out pictures.

Lunch

Cut out from magazines, pictures of eatables, as orange, ham, package of corn flakes, dish of berries, etc. Cut each one of these into two pieces, and place in two separate boxes. Give out one set to the girls, and one set to the boys; those matching are partners.

Cross Country Hike

Partners form a long line, and led by an "Ancient Asilomarian" the cross country hike takes place. Have Institute pictures tacked up about the walls, so that they can be seen but in unexpected places; go up stairs and down if possible. Have pictures numbered. Only leader knows where they all are. Leader takes company to picture No. 1, which might be a picture of the Auditorium at Asilomar, No. 2 might be Dining Room, No. 3 Tent Houses, No. 4 Station at Asilomar, No. 5 Pacific Grove, No. 6 Swimming Tank at Pacific Grove, No. 7 Beach, No. 8 Del Monte, etc. The guide could give a little speech before each picture.

Or have different rooms in the Church rigged up after this manner,

A boat with a mirror at the bottom, could represent
the "Glass Bottom Boats";

Pebbles on the floor of one room, "Pebble Beach";
Up in a far room, a lantern, could represent the
"Lighthouse at Pt. Lobos."

There should be someone to explain the merits of each exhibit, as the sightseers appear.

Stunt Night

Divide the company into groups according to the Tent House to which they were assigned and give them ten minutes to prepare a stunt. The stunt can be of any nature but a good one could be worked up by representing different features of the Institute in pantomime.

Have the company sing the Institute Songs at the conclusion of the Stunts.

SOCIAL HOUR

Any one of the following games could be played.

Asilomar and Delegates

Divide your company into two sides. One side goes into another room. These are the Delegates that must be captured. The remaining side is again divided into two sections. These each take a corner of the room, as far away from the Delegates as possible. Both of these sides join hands in groups of three.

On signal, the Delegates come into the main room, and the object becomes for the two sides representing Asilomar, to secure the most Delegates, by encircling them, for their section. The side doing this is declared winner.

The Delegates then become Asilomarians and the Asilomarians now become Delegates. They are then sent out of the room, and the others are divided into two sides as before and form in groups of three.

On signal, these two sides compete to secure the most Delegates.

Finally the two sides that have been successful are left in the room and the rest of the players are the Delegates. These compete for final winners.

Asilomar and Your Own Home Town

Divide your company into two sides. Select two or three from

YOUR OWN HOME TOWN side to visit Asilomar. All must hold their hands extended ready to be slapped. The visitors to Asilomar go along the line extending their hands over the outstretched hands, until they slap someone's hands, whereupon that person chases them back to their side. If caught the visitor must return to the Asilomar side, and the capturer goes forth to visit the other side. If the first visitor returned safely, the Asilomarian proceeds immediately to slap the hands of one of his opponents. On signal, the side wins, that has the greatest number.

Going to Asilomar

Arrange your company in two circles, one inside the other; the boys on the outside, if you have about an even number of boys and girls.

The inside circle faces the outside circle. Each selects the person nearest as their partner. All take three or four steps outward in order to be farther apart. Two are selected to be out. One chases the other. The chased must place himself in front of someone; he thus turns his back on one person. That person must then run and place himself in front of someone, that is, face someone's partner, at the same time turning his back on that person's partner, who must run, seeing he has lost his partner. If the chaser tags the one he is chasing that person must immediately become a chaser.

Going to Asilomar is very much like this game. It is contagious. Once you go you will want to be always going, and you will desire to tell all of your friends about it.

You might make it a rule of this game, that any who have been to an Institute on changing partners must tell their new partner something about the Institute.

At the end of the game, you could announce that a prize will be given to the one (not having been to an Institute) giving the best impression of Asilomar, as gleaned by them in conversation during the game. A slight token should also be given to the one who inspired the prize winner.

Quadruple Change

Name each consecutively around the circle, Asilomar, Shasta, Tahoe, Russian River; Asilomar, Shasta, etc.

One in the center can call anyone of these names, whereupon those so named must change places. The one in the center also has a name. He can only try for a seat when his name is called. But he may tag anyone from the other Institutes as they are changing seats. If successful, they change places with him. See also "One, Two, Three" under a Calendar Social.

Indoor Baseball

Prepare a large sheet of paper, drawing as large a diamond as possible on it. Divide this diamond into nine even diamonds. Beginning at the top mark the first diamond "Home," the next two below each "Foul," the three middle ones, beginning on the left, "First," "Fly," "Third," the next two below, beginning to the left, "Fly" and "Foul" and the bottom diamond "Second."

Tack this large sheet of paper on a table securely. You will also need six metal disks.

Divide your company into two sides. Each side selects nine to play the game. The teams line up, and one of the first ones in line steps up to within five feet of the table. He is given three of the metal disks. He tries by tossing them one after the other, to land them in the diamonds that will count points for his side. A score keeper stands at the blackboard and immediately records the points as the referee calls them out. Here they are:

Home	10 points
First	5 "
Second	3 "
Third	5 "
Fly	8 "
On line, or Foul	0 "

The sides play alternately, in this baseball game. It is not necessary to have six metal disks, but really the best plan, as the second player can proceed to play, while someone is gathering up the three counters used by the first player, and placing them in the hands of the next in turn.

*I-n-s-t-i-t-u-t-e! I-n-s-t-i-t-u-t-e!
Institute Asilomar is good enough for me!
I-n-s-t-i-t-u-t-e!*

HAWAIIAN SOCIAL

In June it is very appropriate to hold a Hawaiian Social, as on June 15, 1898, the House passed a resolution to annex Hawaii. On June 14, 1900, Hawaii was organized as U. S. Territory. Also, June 11th is a Hawaiian Holiday called Kamehameha Day.

Yellow garlands, leis, (of crepe paper) could be thrown over the heads of the guests as they enter, by Hawaiian girls. The entertainment could consist of Hawaiian songs with ukelele accompaniment.

GAMES

Dates

Real dates are passed, and each is asked to make a DATE with someone in the room immediately, and get acquainted. It must be someone that they do not know very well.

Palms

This could be fortune telling. Of course, the room will be decorated with many flowers, palms, vines, artificial growths, paper lanterns, fairy lamps, garden benches, if possible, and plenty of fans and sofa pillows. The fortune telling booth could be in one corner amid a bower of vines and palms. Also, see "Have Your Palm Read," under Side Shows of Harvest Home Fair and Festival, for another suggestion.

Hawaiian Islands

This is a guessing contest. You could have them line up as for a spelling bee. Those that miss sit down, etc.

- | | |
|---|-------------------|
| 1. Largest Island in the group? | Hawaii. |
| 2. Largest City? | Honolulu. |
| 3. Famous Volcano? | Kilauea. |
| 4. How many main Islands in the group? | Eight. |
| 5. What Island contains the city of Honolulu? | Oahu. |
| 6. Finest harbor in the Islands? | Honolulu. |
| 7. A famous beach? | Waikiki. |
| 8. A famous pastime along the beach? | Surf Riding. |
| 9. By what name was this group of Islands long known? | Sandwich Islands. |

Many other questions will suggest themselves by studying a book relating to these Islands. Reference: "The Coming Hawaii," by J. K. Goodrich.

Cane

Two compete in this game. Each is given a cane. They are told to put their hands on the top of the cane, place their head on their hands, and turn about three times. They are then to walk along a straight line to a certain goal.

Riding the Breakers

This could be the old stunt of Aeroplane. Place small block about three inches high under an ironing board or any other stout board. There is a boy at either end of this board to lift it shakingly when the victim is standing on it. The pilot must be tall; when the victim or one who is going to take the ride is standing on the board (blind-folded, of course) he places his hands on the pilot's shoulders. The pilot then begins to sink slowly to the floor or ground as the board is lifted and shaken back and forth. After the pilot is very close to the floor, the rider is told to jump. The sensation makes you feel as if you were up in the air.

Crab Race

Boys compete. They get down on hands and knees and race backwards to a certain well defined goal. It is surprising how like "crabs" they will go in any direction but a straight one in attempting this race.

Beach Games

See under a "Beach Party" for July.

Snatch the Handkerchief

This could be called a Beach Game. Group is divided into two lines. A handkerchief is put on a support between leaders, and about ten feet in front of them. At a signal they come cautiously toward the object, snatch it and get back to the line without being caught. The one who fails to snatch the handkerchief chases the one who has secured it. If he tags him, one point for his side. Two points are given the one who successfully gets back to his side with the

handkerchief. These players then go to the end of the line, and the next two advance to snatch the handkerchief.

Volcano

This is really an outdoor game, but might be played in a gymnasium room, if there were not too many players.

It is the game of "Spud" with a new name.

All stand in a circle. One is in the center, holding a ball. He drops it calling someone's name. All immediately scatter. The one whose name was called, hurriedly secures the ball, and shouts "Halt," whereupon all must stand still, and he tries to hit someone with the ball; if he misses them, all can run again until he secures the ball a second time, and calls "Halt"; if he hits the person that person must secure the ball and call "Halt." When a person has been hit three times it is called a "Spud" and each one can then hit him once with the ball and he must submit. The game is then played again from the beginning.

Refreshments

The ice cream could be served in "cones" and the cookies could represent "islands."

If America is to care for the new peoples who are drawn in such numbers by the promise of greater liberty, it will be only as the American young people, and especially those of the Churches, see in these groups an opportunity for splendid service.—The Efficient Epworthian.

*Rickety-rax-quoax-quoax,
Rickety-rax-quoax,
Who-ar, Who-ar, Who-ar we?
Epworth League-ars, Don't you see!
Hamilton, Hamilton, Hamilton! ! !*

TENNIS TOURNAMENT

Have someone explain briefly the game of "Tennis." Solos on stringed instruments would be appropriate; or an orchestra to make a "racket."

Zip and Zap

"First Serve"

Form circles of about fifteen people each, one in the center. Each must find out his neighbors' last name, to the right and to the left. The one in the center points to someone, saying "Zip, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10." That person must call out his right-hand neighbor's name before the center player is finished counting. If he does not, he goes to the center, while the center player takes his place in the circle. If the command is "Zap" instead of "Zip" the player pointed to, must give his left-hand neighbor's name. If the center player calls "Zip's crazy," all change places in the circle.

Fisherman

"Caught in the Net"

Mark off a space four feet wide in the center of the room. Sides line up at either end of the room. One is fisherman. He stands in the center space, and calls the following verse:

"Swim, little fishes, from the river to the sea;
Swim, little fishes—one—two—three!"

On the word "three" each side must cross through the fisherman's territory to the other side. He tries to catch as many as he can. These also become fishermen. However, he still continues to call the verse.

On signal, when there are still some left to be caught, all stop and sides are counted, to see which has lost the most. Side retaining the most players, gets 5 points. The person that was caught last, as the whistle sounded, (or other signal) will be fisherman for the next game.

Two Rings

"Tossed"

Have two rings suspended from the ceiling, one in front of the other, about four feet apart. Divide your company into two sides. Have Captains compete first, and then keep the score for their side. Each receives three tennis balls, which he is to throw through the

two rings, if he can. If successful he gets 10 points. Through one ring, 5 points is scored. In throwing, each contestant should stand about eight feet away from the first ring.

Mysterious Partner

"Doubles"

The old game of "Flying Dutchman" masquerading under a new name, but acceptable nevertheless.

All form in a circle joining hands. One couple is out. As they walk around the circle they hit some one pair of clasped hands. These two must join hands, run in the opposite direction, and try to be back in their places before their opponents can do this. Sometimes this is accomplished amid much scrambling and laughter. However, the usual procedure is that the "touched" couple become the "touching" couple for the next round, as they hit some pair of hands, and send the owners flying in the opposite direction.

As the couples again join the circle, after "running their race" they should see that the girls and boys alternate in the circle as much as possible. For if two boys happen to run together, there will surely be a "break-neck race!"

Dodge Ball

"Striking Out"

Form company in a circle. Every other one steps back about two feet. This forms a large circle on the outside with a space between each player. The inside players can move around anywhere within the center of the circle.

A large soft ball is the best to use. The outside players have the ball. They must aim across the circle, trying to hit someone in the circle. If successful, the one or ones hit must go out of the circle. The outside circle player nearest the ball must then secure it and try to hit someone else in the circle. This keeps up, the inside circle players dodging the ball as much as possible.

The object is to see which side can put the other out in the shortest time.

Stag

"Game"

Have two Captains. Each starts out and tags someone. They must join hands with the Captain, and together they must go after another player and tag him. The Captain with the longest line of recruits wins.

Handkerchief Guess

"Singles"

This is an amusing game for a small number of people. Secure as many cheap handkerchiefs as you expect guests. Divide into two sides. First one from one side and then one from the other, arises and approaching his opponents, points to someone, saying, "Show me your right hand," or "Show me your left hand." If the hand called for contains a handkerchief the person holding it must give it up. If successful, one can have as many as three chances to secure handkerchiefs. However, if he is unsuccessful only one chance is allowed.

A Tennis Romance

"Love All"

All sit in a circle while "A Tennis Romance" is read. The first to answer correctly each time receives a small paper racket (straight slips of paper would do). If you have a large crowd make them stand and give the answers. If more than one answers simultaneously then give each a racket. One having most "rackets" at the end of the reading receives a prize. A booby prize might be a toy horn to make a "racket."

Explain that the terms to be guessed concern a Tennis Game.

The hero was a man of fame,

He met her first at a.....(Ball Game)

Although he was forty and very lean,

He courted her like a boy of.....(Fifteen)

And, too, on him her heart was set;

Folks said she had caught him in her.....(Net)

To this insinuation you could not hide

The fact that the advantage was on his.....(Side)

While she was a very wealthy miss,

He was a soldier in his Country's.....(Service)

One evening her guardian wearing a jacket,

Came into the parlor and stirred up a.....(Racket)

The heroine saw he was in a great fret,
So left the room the table to.....(Set)

He said, "This romance simply must halt.
You've aimed at her fortune. It's all your.....(Fault)

I'll tell you now you're in for trouble.
You've played a game, and played it.....(Double)

And this one thing I'll tell you more,
While I'm here you shall not....." (Score)

However, back the lady came, as boss,
And her pretty head she did.....(Toss)

Her arguments were her guardian's above,
That the greatest thing in the world is.....(Love)

And thus our darling heroine, Gertie,
Married when she was nearly.....(Thirty)

A tennis court is a good thing in itself. It has proved one of the necessary adjuncts of every Epworth League Institute, not for its spiritual usefulness, though it has that value, but for its sheer recreative delightfulness. — The Efficient Epworthian.

PATRIOTIC TEA

We can generally secure a good program, with little effort, for a Patriotic Social. Ask a Grand Army Veteran to take part. Ask some of the Daughters of the American Revolution to attend.

A good play for such an evening would be "Betty's Ancestors," by Emma M. Hunting, secured from the Penn Publishing Co., Philadelphia. It is a one act play based on Colonial Days. Betty and her old companion, Deborah, are caretakers of the family mansion, which has had a notable colonial history, and is now a museum; the humor lies with the different characters that visit the museum. It plays one hour, takes twelve girls and two boys, but if necessary some of the characters can double up. Copies 15c each.

Tea can be served after the little sketch, and a get-acquainted time enjoyed by all.

However, for a regular social, the following games are suggested, after a short program.

GAMES

Paul Revere's Ride

Divide your company into two sides, naming them "Lexington" and "Concord." Have them line up in two lines. Give the first one in each line a toy horse. On signal the leaders begin passing the horse over their heads and down the line. The last in the line must run forward and standing in front of the line pass the toy horse again to the back, and so on, until the original leaders are once again at the front of each line. The first side to accomplish this, wins.

Now divide the company into three sections; those born in Jan., Feb., Mar. and Apr. go to one end of the room; May, June, July and Aug. in another section of the room; Sept., Oct., Nov. and Dec. in still another section.

The three following games are played, one at each section:

Ringing the Liberty Bell

A suspended hoop is required, with a dinner bell just in back of it. Each is given three soft rubber balls, with which to ring the bell. Those in this section are divided into two sides. One side competes

against the other for the most points (1 point for each time the bell is rung). The side that wins, each receives a tiny flag.

Famous Stars

Two or three helpers are required to run this game. Have a blue piece of bunting; pin on same, six large white stars. In the center of each star, place a picture. These are suggested; Lincoln, Washington, Grant, Benjamin Franklin, Julia Ward Howe, Walt Whitman.

Give out slips of paper with these quotations on them,

Vessels large may venture more,

But little boats should keep near shore.

Poor Richard. —Benjamin Franklin.

I am ready for any service that I can give my country.

—George Washington.

As He died to make men holy,

Let us die to make men free.

—Julia Ward Howe.

O, Captain! my Captain! our fearful trip is done.

—Walt Whitman.

Unconditional Surrender.

—U. S. Grant.

I believe this government cannot endure permanently half slave
and half free.

—Abraham Lincoln.

Each must examine the pictures and write the names of the "National Stars" after the quotations. As they finish, one of the helpers takes their paper and if they have five correct, the person receives a flag.

Thirteen Stripes

Have thirteen people play in a circle at a time, or if there are more give out some names twice. Each in the circle has the name

of one of the original thirteen states. One in the middle points to someone saying, "America" and then counts thirteen, fast. The person must give the state name of his right-hand neighbor, before the center player stops counting. If unsuccessful, he must change places with the center player.

In a little while change to left-hand neighbor's name. These are the original states:

Massachusetts,	Pennsylvania,
Connecticut,	Maryland,
Rhode Island,	Virginia,
New Hampshire,	North Carolina,
New York,	South Carolina,
New Jersey,	Georgia,
	Delaware.

Barbara Frietchie

This stunt takes some practice to produce, but the result causes considerable fun. Four people learn the poem of Whittier's called "Barbara Frietchie." Then the piece is recited by the four together, but in the following fashion: No. 1 starts first, and after having recited a couplet, that is, "Up from the meadows rich with corn, Clear in the cool September morn," then No. 2 begins the poem, then two lines later, No. 3, and finally No. 4 begins. Thus all are reciting but at different places in the course of the piece. In addition each performer accompanies his recital with many ludicrous gestures. As each one finishes, he makes his bow and walks off the platform, as though he were the only performer. The result is of course a babble of voices, but at the same time very comical.

Songs

Let all joint in singing four or five National Airs. Be sure to appoint a good leader for this part of the program.

Boston Tea Party

Refreshments should consist of tea and cookies.

BEACH PARTY

A good description of a Beach Party held inland has been received so we take great pleasure in quoting from the original.

"In July we had what we called a "Beach Party" but as we have no beach nearer than two hundred miles, we used the next best, which was a big irrigation ditch. The bottom of the ditch was broad and sandy making outdoor games possible. The moon was full but rose late so we had for our light an immense bonfire. Some of the games we used were as follows":

GAMES

Blindman's Race

Divide the guests into two groups and blindfold all but one leader for each side. All take hold of hands in each group. Then the leaders take them in opposite directions until signal is given to stop. Then each must find his way back alone. Side back first of course wins.

Novel Handshake

One or more guests are given a little prize. Everyone shakes hands with everybody else. The persons who have the prizes keep this fact a secret. Although everyone knows that there are prizes somewhere in the crowd, and that they will be awarded on shaking hands with the right person. The fifteenth person who shakes hands with the "mysterious" one finds himself possessed of the prize.

Instead of relays next why not have an

AQUATIC CARNIVAL

- | | |
|-----------------------|---|
| 1. 100 Yd. Swim | Crowing like a rooster. |
| 2. Water Polo | Drinking glass of water. |
| 3. Deep Diving | Skipping a certain distance backwards. |
| 4. Canoe Race | Potato and spoon race. |
| 5. Novelty Race | Banana eating. |
| 6. Rounding the Buoy | Girl proposing to the most boys. |
| 7. Hoisting Sail | Standing before audience without smiling. |
| 8. 100 Yd. Backstroke | Best joke told. |
| 9. Yacht Race | Eating crackers and singing. |
| 10. Endurance Test | Drinking out of baby bottles. |

Divide the company into three groups, called the "Whales," "Clams" and "Shrimps." Have each group elect a yell leader and a captain. The Captain selects one delegate to each of the events. Have four judges. Points are 5-3-2.

Perhaps you will not use the whole list above, but it is given so that you can select a few of the events that you have not tried before.

Reflections

"Sammie over the water, Sammie over the sea,
Sammie catch the Kaiser, can't catch me!"

All circle around a center player, who must keep his eyes closed. The verse is sung, and when "can't catch me!" is said the center player advances towards someone, and by feeling their hair, face, watch-charm, etc., must tell who it is. If successful that person must go to the center and close his eyes. This is a good game for people fairly well acquainted with each other. However, you should have the company divide into small circles rather than large ones.

This game could be used for selecting partners, by having the center player point a stick towards the circle. If the center player is a boy, the girl nearest to the stick is required to take hold of it. He asks her three questions and she must answer them. He then guesses who it is. If he is correct, they are partners. Another is selected to go to the center of the circle, is blindfolded and proceeds in the same manner.

Hiram and Mirandy

Divide your company into small circles of about ten or twelve. A boy and girl are in the center. He is Hiram, and must be blindfolded. She is Mirandy, and must dodge his attempts to catch her. He says, "Mirandy, where are you?" She must answer real sweetly, every time he calls, "Yes, Hiram."

Circle Ball

Roll up a magazine and tie it to a heavy string. Leader in center of circle of players, swings this string and book slowly around at first, and then faster. Each must jump over it. If hit, that person must leave the circle. The one enduring the longest, is leader for the next round.

Program

If this social is held indoors, have someone give a short talk on "The Work of the Sea," or on "Deep Sea Fishing." Perhaps you could secure an exhibit of Shells and have someone relate where they were found. A reading relating to the sea could be given. "The Chambered Nautilus," by Oliver Wendell Holmes is suggested. If some specimens of the Nautilus could be secured it would add greatly to the effect of the reading. We secured some very beautiful ones at Bolinas Bay one year. They were of a purplish color, and looked like little sailing ships.

A man in a motor-boat was troubled because he couldn't make headway, until he remembered that he hadn't pulled up his anchor. There are Epworth League Chapters like that.—Dan B. Brummitt.

*Strawberry short-cake, blackberry pie!
Will we be there? Aye! Aye!! Aye!!!*

TRAVEL SOCIAL

Train Game

Have seats arranged like a train; partners in double rows. Number each cross-section of seats; as the first four persons in front, one; the second four in back of them, two; the third four, three and so on. Designate the boys to run first (they are seated to the right of their partners). When **two** is called, for instance, the two boys in cross-section two will run up front around the head of their column of seats down the aisle, around the end, and back to their seats.

After a few contests with the boys, let the girls run. Side that wins gets 5 points and the side losing minus 1. "Pullman" and "Tourist" could be the names of the sections competing.

A good way is to have a whistle. When one is blown, followed by calling the number of the section to run, the boys are to compete. When two is blown, the girls compete. This way the game can be made very exciting. A score keeper should be appointed for each side.

Show Places

A guide book can be given to each passenger. However, long tickets made on wrapping paper, noting the different places to be visited, will cause much excitement. The Show Places can be rigged up in adjoining rooms or screened from one another in the same room. Another way is to present them, as best you can while the passengers are seated in "train form." A portion of the ticket, in either case, is detached as the Show Place is reached. The following suggestions are given. If you wish to use this idea, these will have to be adapted to the room or conditions.

Horse Shoe Falls.	Someone drops a horse shoe from the balcony.
Red Rock Canyon.	A Red rock is brought in on top of a tin can.
Royal Gorge.	A boy with a crown on his head eating from a bowl.
Pike's Peak.	A boy with a large cardboard fish (a pike) pointing to the mouth of the fish.
Seven Stair-step Falls.	A ladder is knocked over. If possible have one with seven steps.

Yellowstone Park.	Bring in a Yellow stone and park it in the center of the floor.
Black Eagle Falls.	An Indian chief named "Black Eagle" falls to the floor.
Rocky Mountains.	Could be a parade through a room covered with rocks.
Natural Bridges in Virginia and Utah.	Two boys could point to the bridge of their nose.
Palisades of the Hudson River.	A picture of a Palace and bottles of medicine.
A Laplander.	A lap dog.
The Matterhorn.	A mat, a large "R" and a horn.

Announce the arrival of the passengers in New York. All will want to go and get their mail. Therefore play the following game:

Post Office

In this game the first thing to be done is to appoint a postmaster-general and a postman. The postmaster-general with paper and pencil in hand goes around the circle, writing down each person's name, linking it with the name of a town, that the owner of the name chooses to represent.

As soon as this is done the postman is blindfolded and placed in the middle of the room. The P.-G. then announces that a letter has been sent from one town to another, say from Sacramento to Milpitas. The ones representing these two cities must arise and change seats as quietly as possible. The postman tries to secure a seat or catch one of the "changing cities." If successful the one caught becomes postman.

Trip to London

A trip to London might be indulged in next. The boys and girls are paired off, one is Mr. Brown and the other Mrs. Brown. The articles needed are, a suitcase, a vest, a coat, a hat and an umbrella for Mr. Brown. The more ragged and "seedy" looking the articles are, the funnier it is. Mrs. Brown needs a full old-fashioned skirt, a jacket or coat and a funny little old hat.

The "articles" are all jammed into the suitcase, except the umbrella—and then the suitcase is placed between the first couple. The

timekeeper announces that Mr. and Mrs. Brown have been called to London by telegram to attend the funeral of Mr. Brown's brother and they have one minute to catch the boat and after the funeral in London they must immediately return to New York to attend the wedding of Mrs. Brown's sister the same day.

The couple at a signal from the timekeeper hurry to get ready for the funeral. Mr. B opens the suitcase and the umbrella, then dons vest, coat and hat, while Mrs. B arrays herself in skirt, coat and hat. Of course the hat refuses to stay on and the coat and skirt are usually wrong side out, or the umbrella doesn't open easily. Then Mr. B locks the suitcase and he carries it; Mrs. B carries the umbrella and holds up her skirt which she doesn't have time to fasten. They run hand in hand to some place a little away—perhaps to the other side of the room. Here they climb up on a chair (the boat) and get down again; then they skin off their funeral clothes and stuff them into the suitcase, close the umbrella; climb up on the chair and down again and race back hand in hand to the starting point to attend the wedding.

The couple who does this in the shortest time usually about sixty seconds or even forty sometimes, wins.

States: Guess by Shape

Back in the United States again, this game would be quite appropriate. Make a large map of the United States, outlining all of the States. Cut each state out. These should be on rather heavy paper. Number each one. All are given out, which when guessed are to be passed on.

Partners

When signal is given for the close of the above game, each is told to have in his hand, one outline of a state. Any two states that are next to each other on the Map of the United States may eat refreshments together.

Program

For the preparing of GOOD PROGRAMS, it is suggested that Fourth Vice-Presidents secure the services of the Mentor Association, 114 E. 16th St., New York. They have the best popular edu-

cational course including History, Art, Literature, Science, Nature, Travel, etc., that the Editor has ever seen. It is prepared in pamphlet form, includes six pictures with each number, and comes every two weeks. Back numbers can be secured for 20c each, at any time. Write for a copy of "Natural Wonders of America" Mentor No. 7, and see what a good program you can prepare for this social.

Make your members travel. Don't keep them serving in one department all the time. They are entitled to a symmetrical training.—The Efficient Epworthian.

KID PARTY

Quoting from an excellent plan received, "I will give you the program for a "Kid's Party" which everyone seemed to enjoy immensely, as they must, if the crowd enters into the spirit of the time. The party centered around a "school." A number of lively games, as Cat and Rat, Drop the Handkerchief, etc., were first played, as might be played by children before school hours." We are concerned about the etc. of the above suggestions so submit the following:

Go Walking Round the City

Go walking round the city,
Go walking round the city,
Go walking round the city,
As we have done before.

Go forth and face your partner,
Go forth and face your partner,
Go forth and face your partner,
And bow before you go.

Go in and out the windows,
Go in and out the windows,
Go in and out the windows,
As we have done before.

Now we will go to Paris,
Now we will go to Paris,
Now we will go to Paris,
As we have done before.

Form circle. Select two or three or more according to the numbers playing, to be outside the circle. 1st Verse: Walk around the outside of circle. 2nd Verse: Weave in and out under upstretched hands of circle. 3rd Verse: Go and face someone in the circle, and bow on the last line. 4th Verse: Take partners hands, crossed, and skip around the outside of circle until end of verse. Form a single line and begin over. Or each may choose one to take their place.

Farmer in the Dell

Company forms a large circle. Select a farmer to be in the center. All sing the following verse:

The farmer in the dell, the farmer in the dell,

Io the cherry O, the farmer's in the dell.

The farmer wants a wife, the farmer wants a wife, (he selects one)

Io the cherry O, the farmer wants a wife.

The wife wants a child, the wife wants a child,	(she selects one)
Io the cherry O, the wife wants a child.	
The child wants a nurse, the child wants a nurse,	(he selects one)
Io the cherry O, the child wants a nurse.	
The nurse wants a dog, the nurse wants a dog,	(she selects one)
Io the cherry O, the nurse wants a dog.	
The dog wants a cat, the dog wants a cat,	(he selects one)
Io the cherry O, the dog wants a cat.	
The cat wants a rat, the cat wants a rat,	(she selects one)
Io the cherry O, the cat wants a rat.	
The rat wants a cheese, the rat wants a cheese,	(select a boy)
Io the cherry O, the rat wants a cheese.	
The cheese stands alone, the cheese stands alone,	(he is Farmer for
Io the cherry O, the cheese stands alone.	the next game)

(All leave the circle except the cheese.)

Continuing, "Then all were sent out of the room (we held it in the Sunday School Room) and while lining up for "school" the chairs were set in parallel rows from front to back of the room, with aisles between rows. The "children" were then marched in to tapping of a bell, and took their seats. Then we had a spelling match, several little pieces were spoken and the teacher asked questions of certain ones who were specially prepared with answers. (A large number of questions with clever answers can be found in joke columns of things children answer in school.) These set up quite a bit of amusement. One of the boys dressed to imitate the District Inspector, gave a little foolish talk and gave out some of the questions."

Matching States and Capitols

Give out the names of States to the boys and the names of Capitols to the girls. After matching their slips, these are partners for the next exercise.

Letter Game

The teacher reads out the following, pausing a minute or two between each. Pupils must write down a letter, two letters or three letters of the alphabet that answer each question asked.

1. Containing nothing?	M T
2. Statement of indebtedness?	I O U
3. A famous poem?	U L G
4. A tent?	T P
5. A number?	A T E
6. All right?	O K
7. Slang expression?	G
8. A foe?	N M E
9. Poorly dressed?	C D
10. A bird?	J
11. A common beverage?	T
12. A girl's name?	M L E or K T or M A or F E

History

See "Trading of Events" under a Calendar Social.

Arithmetic

Might be any of the number games suggested under a Calendar Social.

Anatomy

One is "It" in the center. He then points to an easily discernible part of his body and calls it by another name. For example, pointing to his eye he will say, "This is my elbow," then quickly pointing to someone, counts ten. The "picked on" must grasp his **elbow** and say, "This is my eye." Just reverse, as is easily seen. Some will be slow to catch on but therein lies the fun and mix-up.

Refreshments.

"The serving of the refreshments was to imitate a store. Each "child" had been given little round pasteboards to represent money. Each received one 5c, 3c and 1c piece. Then we served ice-cream cones at the "store" for 5c and animal cookies and all-day suckers were sold for pennies."

The Chapter that pays no attention to its younger members need not worry about its future. There won't be any.—Dan B. Brummitt.

AMERICAN COLLEGE EVENING

Assign your company as they arrive to one of four sections of seats marked "Freshmen," "Sophomores," "Juniors," "Seniors." Have each section select a Captain and a Yell Leader.

As a part of the program, select someone as President, with cap and gown, who can tell of the advantages of a college education in a ten-minute talk.

A debate on some big "national" question, by college students would be instructive as well as entertaining. However, a debate on the following, "Resolved that the College of the Pacific offers more advantages than the University of California" might bring out many facts about these two colleges, hitherto unknown.

Be sure to sing some College Songs. "Palms of Victory" from California Songs, "Hail, Stanford, Hail!" and "Hail, Pacific, Hail to Thee," from Songs of the College of the Pacific are suggestions.

TRACK MEET

A Track Meet might be the next event. Each Captain selects the ones from his group to compete for each event. A score-keeper stands at the blackboard and records the points won by each side.

Discus Throw

One is selected from each group. They are to blow feathers through embroidery hoops fastened to strings. One first to accomplish this wins 5 points for his side; next 3 points; next 1.

Sack Race

Three are selected. The Freshmen and Sophomores compete against the Juniors and Seniors. Six stand in a line. Each is given a paper bag. On signal the first one in each line blows up his bag and bursts it; the next one follows example. The line to finish first wins. Then the two sections composing the winning line compete for final honors.

One Mile Relay

One is selected. Four circles are marked on the floor. An egg is given to each of the contestants. One to finish rolling his egg around the circle first, 5 points; next 3, etc.

One Hundred Yard Dash

One from each side. Each is given a hundred yard spool of thread, also an empty spool on which to rewind the thread. The one who finishes first, of course, is the winner.

220 Low Hurdle

One from each side. Make out four long columns of figures to be added. The total should be "220."

Fifty Yard Dash

Blindfold contestants, one from each side. One drawing the straightest line, on the blackboard, wins first place.

Broad Jump

Three from each group. Freshmen and Juniors: Sophomores and Seniors, compete. Give each one a marshmallow to throw across the line to opponent. They are to catch it in their mouth. The line having caught the most marshmallows in each set of players, again compete for final winners.

Twenty Yard Dash

Three boys from each side race backwards on hands and knees.

Endurance Race

Have three, from each side, one after the other, fan tissue paper balls a certain distance, say twelve feet, beneath a chair, and back to the starting point.

Foot Race

Each section lines up, with one foot directly in front of the other. With a tape measure the length of each line is ascertained. One point for each foot in the line that is a foot or more long. 5 points for the longest line; 3 for the next longest.

To the Captain of the winning side, present a "Pair of Bloomers" in a large box (two rose buds) saying that you hope the winner will wear them.

Initiation

An initiation of "Freshies" can take place next, to the amusement of the rest of the company.

1. Have the words of Home Sweet Home written out, beginning with the ending and going forward. Make one Freshie sing the song in this manner; the tune to be played in the regular way.

2. Tell another to recite "Mary had a little lamb, etc," backwards. He will try his best to think how it ends and altogether will have much difficulty in trying to accomplish his stunt. Tell him, "No that is not the way to say it." Maybe you will have to tell him finally that he must turn his back on the audience and repeat the verse in the regular way.

3. Have someone give a conundrum. A freshie must give the answer or wear a dunce cap the rest of the evening. This could apply to several or more. However, be sure to look up the conundrums ahead of time.

4. Give out nursery rhymes to each of four or five to be initiated at one time. Instruct one to sing his piece (to any tune); another to whistle between each word; another must lisp the words of his verse; another must stutter, etc.

Perhaps eight or ten would be all you could induce to go through the stunts. At any rate this number would be sufficient to cause much merriment. However, if an affair of this kind is strung out too much it wears on everyone. Plan well, and ahead of time for the initiation; see that the right ones are among the Freshies; or if need be ask the ones who are to take part, before the evening of the social, telling them there will be nothing to be afraid of in the initiation.

Announcement of Courses

It is intensely interesting to have the Announcement of Courses printed on slips of paper. Pass these out. The President can make a speech if he likes regarding the merits of the different courses. Do not tell what they are.

Have two or three clerks seated at desks or tables in the front of the room, to take care of registrations.

After announcement by the President in which he tells the audience that "Domestic Science" is a required course, all proceed to register for the different courses.

If there is time, it might not be a bad idea, to have each Pro-

fessor tell why everyone should register for his or her course. If all of the Professors are in caps and gowns it will be very effective.

Different courses have different registration fees, as Chemistry 2c, Domestic Science 5c, Astronomy 3c, etc. As each registers, a slip is given to them entitling them to that class. Here is the complete list of classes:

History	Prof.....	(Dates)
Astronomy	Prof.....	(Crescent and Star Shaped Cakes)
Zoology	Prof.....	(Animal Cookies)
Forestry	Prof.....	(Toothpicks)
Chemistry	Prof.....	(Water)
Mathematics	Prof.....	(Peanuts)
Domestic Science	Prof.....	(Coffee and Pumpkin Pie)

When all have registered, they are asked to go to classes, which are booths arranged in corners of an adjoining room. Each booth can be appropriately decorated. Of course, the Domestic Science course is served at little tables, the Professors having assistants to help them.

Do your high school graduates go to college? Are you doing your part to interest the young people in higher education? Early in the fall just before the colleges open have a "College Night."—Recreation and Culture.

*With a vim, and a snap, and a sparkle, and a bubble,
And a rubble, rubble, rubble, and a sis, sis, boom,
And a boom, boom, bah,
Burlingame, Burlingame, Rah, Rah, Rah!*

KABINET KARNIVAL

KABINET KARNIVAL

KARIKTURISTIKS

KABINET KONCERT

KITCHEN KABINET

Date

Hour

HAMILTON EPWORTH LEAGUE

It would be appropriate to give a "Kabinet Karnival" near the date of Labor Day. This social can be made a real success for the plan divides the work of entertaining among the four departments of the Epworth League. The motive of the evening is "Labor" and the plan is worked out accordingly.

Descriptions

Pin on the wall, descriptions of well known Epworth Leaguers, to be guessed.

KARIKTURISTIKS would represent the games presented by each department. The First Department might represent

ARTISTS

Original Sketches

Each is requested to draw some Historical Sketch on the top of a large piece of paper. On signal, all must pass their drawings to their right, after placing their name on the back. That person must look at the drawing, decide what it represents, write his answer at the bottom of the piece of paper, and fold over, ready for the next signal to pass.

When all have written down their opinions, the papers are straightened out, each is asked for the title, which is written at the top, and the sketches are then displayed by being tacked up on the wall. Each one then goes around and counts up the number of times he guessed correctly. That one who has guessed the most correctly, should receive a little prize. An inexpensive water color sketch would be appropriate.

Artists, Composers, Authors

Give out slips of paper with only initials thereon, as follows:

ARTISTS	COMPOSERS	AUTHORS	
J. F. M.	J. L. F. M.	S. T. C.	O. W. H.
W. H.	W. R. W.	C. D.	J. I.
J. M. W.	F. L.	G. E.	C. L.
J. S. S.	J. H.	R. W. E.	S. W. S.

Answers to the above are:

ARTISTS	COMPOSERS
Jean Francois Millet	Jakob Ludwig Felix Mendelssohn
Winslow Homer	Wilhelm Richard Wagner
James McNeill Whistler	Franz Liszt
John S. Sargent	Joseph Haydn
AUTHORS	
Samuel Taylor Coleridge	Oliver Wendell Holmes
Charles Darwin	Jean Ingelow
George Eliot	Charles Lamb
Ralph Waldo Emerson	Sir Walter Scott

The Second Department might present

GARDENERS

Botanical Puzzle

What may be found in a boat?	Leeks.
About a shepherd?	Phlox.
In a history book?	Dates.
A body of water?	Bay.
In my watch?	Thyme.
A traveling Israelite?	Wandering Jew.
In the alphabet?	L. M. (Elm) or U. (Yew).
In a book?	Leaves.
In the water?	Currants.

Harvesting Contest

Divide company into two sides, each lining up. Have two chairs with nut bowls thereon to harvest the vegetables into. Lay out on the floor, even spaces apart, in a line in front of each chair, the following vegetables. Place the largest ones near the chair, so that when all are laid out, the small ones will be the farthest away.

Turnip, Beet, Onion, French Carrot, String Bean, Lima Bean and Pea.

Beginning the relay, each must pick up one vegetable at a time, beginning with the Turnip, place it in the bowl, run forward after the Beet, run back and place it in the bowl, etc., until all the vegetables have been gathered up; then they must replace each in the same order again on the floor. Side that finishes first, wins. They might each be given a candy vegetable.

The Third Department might select, as their presentation, the

FARMER

Jolly Miller

"There was a Jolly Miller and he lived by a Mill;
The mill turned round of its own good will;
One hand on the hopper, and the other on the sack;
The ladies two forward and the gents step back,"

or

"The gents three forward (or any number) and the
ladies step back."

You must have a Leader that can lead in this game. Someone will know the tune. But the calling must be done clearly and at the right place in the verse each time. A number as high as "eight" is sometimes given for the ladies or gents to step forward. This causes great shouts to go up from the crowd. The leader can also vary the last line thus,

"The ladies step forward, the gents five back."

All must sing the verse, march in couples in a circle; the leader giving the last line. There are generally odd ones placed in the center. These try for a partner as the changing takes place. This game is a great success nearly every time that it is played.

Straw Ride

Tell everyone they are invited to a straw ride. Give each a soda straw. The one who is able to jiggle the straw on his finger longest, wins.

Farmer in the Dell

You will find a full description of this game under the social, "A Kid Party."

Blindfold Pig

Each in turn is blindfolded, seated at a table, given a pencil and piece of paper and told to draw a pig. Head, ears, tail, feet and eye must be drawn. These are placed on exhibition.

Barnyard Noises

This is the old game of "Grunt" dressed up; instead of grunting make a noise like an animal, when the blindfolded one in the center of the circle points to you. If he guesses correctly who is "Crowing like a rooster," etc., they change places.

The Fourth Department presents the

HOUSEWIFE

Clothes Pin Relay

Clothes pins must be passed down the line, and then behind backs, back to the starting point. The pins are placed in a basket at the head of the line to begin with. They must all be back in the basket when the finish is called.

Clothes Hanging Contest

Each side is provided with eight pieces of calico, cut in about eight inch squares. These are placed in clothes baskets with two clothes pins for each square of cloth. A heavy string line is put up for each side.

Sides line up and in relay form, one player after the other pins the squares all on the line and then takes them all down. Side finishing last has to wash the dishes, after the refreshments.

Towel Relay

Two first in each line place a towel about their necks, tie it, untie it, and then place it about the second player's neck. The second player ties it, unties it and places it about the third player's neck. Line to finish first, each receives a piece of cake.

Coffee-Pot

Select someone to go from the room. While out, select some word with a double meaning, as "Sale—Sail."

Call in the person. He first asks everyone "How do you like it?" The person addressed might say, "I like my coffee-pot on a boat,"

that is, put the word "coffee-pot" into the sentence in answering in place of the word selected. Sometimes the words have more than two meanings and then the fun begins.

Vane—Vein—Vane is a good word.

Boy—Buoy

Pale—Pail

Bow—Beau

Powder

Fly

Ball

Racket

Fence

Quail

If he does not guess on the first round he then asks "Where do you like it?" Next time, "When?" The one that gives it away has to leave the room.

KABINET KONCERT will be a short program given by the Cabinet Members. A solo and a reading might be given in some way relating to LABOR. A Broom-stick Drill might be indulged in by the Cabinet as a whole; or the girls could give a Milkmaids' Pantomime Drill, (see "The Festival Book" by J. E. C. Lincoln). A Hose Drill is very comical, where the boys wear striped hose.

KITCHEN KABINET consists of the Cabinet members serving the Punch and Cake.

Our Churches must become social centers—that is, centers for the bringing together of all the elements that make up the community. Who should object, for example, if some Epworth League Chapter succeeds in getting a group of Italian young people to cross the League threshold for a celebration of the twentieth of September?—The Efficient Epworthian.

Strawberry short-cake, huckleberry pie!

V-i-c-t-o-r-y!

Are we in it? Well—I—guess!!

Trinity, Trinity; Yes! Yes!! Yes!!!

HARVEST HOME FAIR

This plan is quoted from a very successful evening put on by a San Jose Chapter.

"We gave a social evening last year to raise our pledge to Panama which proved a financial success as well as furnishing a very enjoyable evening and it may give other leagues a few suggestions. We invited the entire church.

First, we gave a program which lasted somewhat over an hour and included a clever missionary play, recitations and musical numbers. This part was free, and put folks in good humor for what was coming.

At the conclusion of the program, the audience adjourned to the social rooms where the "real" fun began. We had things fixed up as a kind of a mixture of circus sideshows and an old time bazaar. We had three or four booths artistically decorated (a special committee from the league had charge of each booth) where homemade cakes and candies were sold. At another booth we sold punch. Then we had a gypsy fortune telling booth (admission 10c). But the greatest success was in the Side Shows, (admission 10c) and I don't believe that a single person failed to visit them.

We had the outside of the sideshow rooms decorated with big posters telling of the marvels inside all for 10c. One fellow collected fares as they came in. Others had megaphones advertising the shows and some fellows inside explained the different wonders. Here are some of the things we had in the

SIDE-SHOWS

- | | |
|---|---|
| - 1. The latest dress. | Have a night dress hanging on the wall. |
| - 2. Salted nuts. | Nuts from a machine with salt on them. |
| - 3. Washington's head - quarters. | A picture of Washington's head cut into four quarters. |
| - 4. An exhibit for men only. | A pair of suspenders. |
| - 5. For women only. | Some wearing apparel of a lady. |
| - 6. The last of the race. | Have the letter "E." |
| - 7. Right this way to have your palm read. | Victim places his hand through a hole in a cloth which conceals another person. Red chalk makes the palm "red." |

- | | |
|--------------------------------|---|
| - 8. Remains of old Greece. | Candle grease. |
| - 9. A summer resort. | A fan. |
| 10. Manhattan. | Man with a hat on. |
| 11. X se. | Tennessee. |
| 12. R can saw. | Arkansas. |
| - 13. On the rocks at Niagara. | Water. |
| - 14. Swimming match. | A match swimming in a basin of water. |
| 15. See the freak horse. | A horse with his head facing out of the stall and his tail in where his head ought to be. |

Here is an "Art Exhibit" (submitted from Berkeley, Cal.), if you do not care to prepare for the Side Shows, or if you haven't room for such an affair.

Art Exhibit

Typewritten catalogs are clever to go with this exhibit, each "piece of art" being numbered and reference made to the catalog.

Title

Article

- | | |
|--|--------------------------|
| - 1. Study of fish (in oils). | Can of sardines. |
| 2. The Tax Gatherer. | A tack hammer. |
| - 3. Ruins in China. | A broken cup. |
| 4. Cain and Abel. | A cane and a bell. |
| - 5. Family Jars. | Two fruit jars. |
| - 6. A Revolutionary Act. | Tacks on tea. |
| - 7. The Flower of the Family. | Flour. |
| - 8. Disappointed in Love. | A broken match. |
| - 9. My Native Land. | Soil. |
| - 10. Marble Group. | Four marbles. |
| - 11. A Drive Through the Wood. | A nail thru a block. |
| - 12. Rulers of the 20th Century. | Two rulers. |
| - 13. Famous City of Ireland. | Cork. |
| - 14. A Stirring Subject. | A large spoon. |
| 15. A Lady's Eyes. | Eyes for hooks and eyes. |
| 16. Single File. | A file. |
| - 17. Women's Rights. | Two gloves (right). |
| 18. The Grub that Makes the Butterfly. | Bread. |
| - 19. The Old Friar. | An old frying pan. |
| 20. A Gentleman's Portrait. | A postage stamp. |

Fish Pond

Each is allowed the privilege of "fishing" for a small sum. A large curtain is rigged up, on the other side of which is a fish-pond. Such signs as "No Trespassing," "No Hunting Allowed," "No Swimming," "Keep Off the Grass," can be tacked up around this booth. The fishermen are each given a pole with a line and hook. The cost to fish is proportionate to the kind of articles fished for. Ten cents would be a good sum to charge. As the line is dropped over the curtain, (three or four Leaguers are stationed behind the curtain) a package is attached to the fisherman's line and he draws up his fish.

Merry-Go-Round

Quoting from a letter, "We had a merry-go-round. The chairs were arranged in a circle, each person rocking the chair in front of him. One person stood in the center with a chair in hand and turned around while someone played on a mouth-organ. Very simple and foolish, but it caused lots of laughs."

Game of Merry-Go-Round

Seat all in a circle with one vacant chair. One is "It" in the center. All begin moving around the circle, so that the one in the center cannot get into the vacant chair. If everyone moves quickly this is a very exciting game. The one who lets the center player obtain a seat, must go to the center for the next round.

Kissing the Blarney Stone

The victims were led up over a succession of large rocks, (blind-folded), then made to touch their hands on a stone on a table and lean over and kiss it. Instead of kissing the stone, they put their faces into a pan of water.

Many a League Chapter has disbanded for want of the thing that makes the bill-poster prosperous. His business is to stick.—The Efficient Epworthian.

THE HARVEST FESTIVAL

A lovely plan for a September entertainment is one where the idea of celebrating the Old World feast of the harvest-home with New World setting and appropriate merrymakings is carried out. A suggested program,

Ten Minute Paper: "Quaint Harvest Customs of Other Lands."

Recitation: "Corn Song," by Whittier.

A Junior could give the following.

"Now the frost is on the pumpkin and the fodder's in
the shock;

It's the glad and golden season that no Yankee cares
to knock,

But we like it even better—can't you guess the reason
why?

When the nutmeg's on the pumpkin and the pump-
kin's in the pie!"

GAMES

Partners for Harvest Home

Cut out pictures of fruits and vegetables. Have two sets or cut each picture in two pieces. Those that match are partners. For dividing your company into two sections, announce after all the pictures have been given out, that the vegetables will form one side and the fruits the other.

Corn Contest

Company is divided into two lines. Have from four to ten ears of corn for each side. Line wins that passes all of its ears of corn first.

Variations: Must pass ears of corn from one hand to the other before passing down the line. Must raise them overhead before passing. Must touch them to the floor. All pass with the left hand. All pass with the right hand. With eyes closed.

Harvesting Contest

See under a Kabinet Karnival.

Grain

Display an ear of dried corn. Have the company write down the

number of kernels which they suppose it contains. Then shell off the grains, count them carefully, and award a little prize.

Apple Relay

Company is divided into two or more lines containing an equal number of players. Lines compete against each other. Two apples are used for each line. At a signal, apple is passed over heads of players until it reaches the end player, who keeps it. After passing the first apple, the Leader counts ten and passes the second apple between his feet and so on down the line. Then the end player runs to the front with both apples and he becomes the leader. Play continues until original leaders come to the front again. Line wins whose leader first accomplishes this.

Live Stock Exhibition

Write the following sentences on separate sheets of paper and hand around to your guests, each slip to be guessed and passed on. They are asked to discover in each sentence (the letters in consecutive order) some domestic fowl or animal seen about a farm:

Moscow surely is a mystical city.	Cow
Norah, O get me a hoe!	Hog
That candy is regular goo goo; see how it sticks?	Goose
Slam bang there goes another tire!	Lamb
Are authors easily persuaded to buy books?	Horse
A crab bit his toe while in wading.	Rabbit
That problem was a geometrical, feat.	Calf

Barnyard Noises

See under a Kabinet Karnival.

A Husking Bee

The words suggested in the following sentences are to be husked (that is letters taken off of each end) to find the answers.

1. Husk a famous Dramatist and obtain
a fruit. Shakespeare, pear.
2. Husk an Eastern state and find a word
pertaining to a forest. Pennsylvania, sylvan.

- | | |
|--|-----------------------|
| 3. Husk a high mountain in California and find what is popular at a baseball game. | Whitney, hit. |
| 4. Husk a large European country and obtain the leading country of the world. | Russia, U. S. |
| 5. Husk an Eastern River and obtain a boy's name. | Potomac, Tom. |
| 6. Husk a small state and obtain a poem of noble sentiment. | Rhode Island, ode. |
| 7. Husk the author of the Battle Hymn of the Republic and find that which is opposed to peace. | Julia Ward Howe, war. |
| 8. Husk an Italian Patriot and find that which most men do not wish to become. | Garibaldi, bald. |
| 9. Husk a Country in Central America and obtain a heavenly body. | Costa Rica, star. |
| 10. Husk a Northern Kingdom and find what most old maids desire to do. | Sweden, wed. |
| 11. Husk a French Emperor and find the end of the world. | Napoleon, pole. |
| 12. Husk a country fought for in the great war and find what clouds may become. | Lorraine, rain. |

League weather note: About three months after the Institute, look out for light frosts. They will do no harm unless the Chapter has a northeast exposure to the chilling winds of criticism.—Dan B. Brummitt.

Oskā wow-wow, wisky wee-wee.

Olay muck-a-la, First Church San Jose—WOW.

COLUMBUS DAY SOCIAL

The invitation cards can be cut from thin cardboard to represent ghostly Spanish ships under full sail. On the white sail of the ship appears the familiar jingle:

In fourteen hundred and ninety-two
Columbus crossed the ocean blue;

while on the reverse side the date, hour, address, and other particulars of the Columbus Day Social are written.

The design of the faithful pole-star which guided the hardy mariners on their voyage of discovery, carried out in red and yellow, makes a most effective decoration. The red and yellow—Spanish colors—are in honor of the country which fitted out Columbus for his enterprise.

Game of Columbus

"Getting Acquainted"

Give out the name Columbus, each letter of the name written on a separate piece of paper, as many times as needed. They must form in groups as quickly as possible.

Star Game

Each group is given a large paper star, on which they are to write as many names of the stars of the Heavens as it is possible for the members of the group to think of.

Columbian Puzzle

Half of each group change places with half of the number from another group. Then the following puzzle is given each group to work out. They are asked to add sufficient other letters to each fragment to make of it the name of something, someone or some place important in the biography of Christopher Columbus.

- | | |
|---------|---------|
| 1. Can. | 6. Pal. |
| 2. Cat. | 7. Med. |
| 3. Sp. | 8. Lis. |
| 4. Val. | 9. Cip. |
| 5. Gen. | 10. Is. |

Answers: 1. The Canary Islands which Columbus passed on his voyage to the New World. 2. Cat Island, one of the Bahamas,

which is supposed to have been the first land sighted by Columbus, and which he christened San Salvador. 3. Spain; the country that aided Columbus. 4. Valladolid, Spain, where Columbus died in poverty and neglect. 5. Genoa, Italy, where Columbus was born. 6. Palos, the Spanish port from which Columbus sailed on his first voyage. 7. Mediterranean Sea, where for many years Columbus was employed in enterprizes of commerce or war. 8. Lisbon, whither he went in 1470. 9. Cipango, or Japan, which he expected to reach by sailing westward over the Atlantic. 10. Isabella, Queen of Spain, who pawned her jewels to aid Columbus.

Navigating to the New World

Each group is given a rough map of the New World, with a spot marked at the place where it is supposed Columbus first landed. Each in turn is given a paper ship which he must pin (blindfolded, of course) on the Map. Each one's position is carefully marked with a pencil. One coming nearest, wins.

Cat Island

A blackboard, can be made the basis of a jolly ball contest. A map of the Bahamas, with Cat Island very prominent, is drawn on the blackboard, and the name of this particular island is clearly written upon it. Several rubber balls and a bowl of powdered chalk make up the rest of the outfit (or flour). Each player has three shots in which to reach San Salvador, or Cat Island. The balls before being tossed, are rolled in the chalk, so that if the board is struck this fact is indisputably established by the white mark that remains there. Any other portion of the islands upon which the navigators may "land" counts one point, while the spot on which Columbus landed counts three every time it is achieved.

Cat Game

Words found in the dictionary beginning with CAT,

CAT in the woods.	Catalog
CAT in a pinch.	Catnip
CAT in a brush	Catacomb
CAT on a hill.	Catamount
CAT in the alphabet	Catarrh
CAT in the barn.	Cataract

CAT at dinner.
CAT in a building.
CAT in the alphabet.

Catchup
Caterpillar
Cattle

Benefactions

For another interesting round each group sits at a table. The Fourth Vice-President produces a basket filled with words cut from newspaper head-lines, advertising bill-heads, or the like. Each player receives a square of pasteboard, and a bottle of mucilage is provided. The object of the game is to select from the clipped words eight or ten which can be arranged in a line to form a sentence concerning Columbus' benefactions to humanity. A committee can decide which sentence is the most clever.

Refreshments

Refreshments can carry out the Spanish color-scheme, and consist of pimento and egg sandwiches; and orange ice served with cakes.

Let not the social committee forever push forward the same merry-makers. Try to find fresh talent. Be a committee of Columbuses.—Amos R. Wells.

*Slap jack—cracker jack—switch back—clear the track;
Paper sack, Paper sack; Crack, Crack, Boom!!! Epworth—WOW.*

A HAUNTED HOUSE PARTY

Cut invitations from gray paper in shape of houses, marking doors and windows with white ink. On the reverse side write,

"The old house at 115 Belvedere St. is reported to be haunted. You are requested to make one of an investigating party which will meet there on Hallowe'en night to examine into the cause of the weird lights and white figures recently seen there. The investigators will assemble at 8:15 sharp."

Let the arriving guests find the house closed and dark. About the time the company begins to assemble weird lights produced by flashes of a lantern should appear at the windows. Presently, with a noise as of rumbling thunder, made by shaking a piece of sheet-iron the door is thrown open and the Fourth Vice-President and her helpers attired as specters appear in the doorway. Placing her finger on her lips she says in a sepulchral tone, "Follow me!"

It would be fun to plan a very circuitous route through the dimly lighted rooms over which to the accompaniment of more thunder, the ghosts might lead their guests. The leader should set a rapid pace as in "Follow My Leader."

Threads of Fate

Prepare a huge bat in the form of a bag with black (for boys) and yellow (for girls) streamers hanging from the claws.

After each takes hold of a streamer, it leads him (if he follows it) finally to a fortune envelope. This is decorated with witches, etc. Inside he finds jumbled words. When arranged in order, they tell his fortune.

NEW STUNTS (AND OLD) FOR HALLOWE'EN

Artistic Reflections

Seat a person at a table and place before him a mirror. Give him pencil and paper and request him to draw a square with two diagonals, while looking in the glass. Hold a sheet of paper over his right hand so as to hide it entirely from his sight. It will be found surprisingly difficult to draw the diagonal lines.

Fortunes from Lines

If you have some ingenious person presiding over the table they

could tell fortunes as the person has finished his drawing (as above); as a crooked line meaning that he will have to work hard for success; a very straight line, a happy marriage, etc.

Another Mirror Test

Have them write their own name, while looking in the mirror. A small prize could be given later in the evening for the best drawing.

Spook Pictures

Have someone preside over a table, decorated spookily if desired, having a pen, ink and numerous pieces of paper. Fold each piece of paper at the middle. Seat each in front of the table and request them to write their name along the fold in the paper. Fold over without blotting, and a very grotesque ghost will result. Place on the wall adjoining, and very soon you will have an array of ghosts. All will enjoy looking at them, and a vote could be taken on the ghostiest ghost.

A Spiritualistic Puzzle

Give each boy pencil and paper. Tell them to put down the year in which they were born, to which add 4, then add the age which their next birthday will make them. Multiply result by 1,000, and deduct from this 709,423; substitute for the figures corresponding letters of the alphabet; A, for 1, B for 2, C for 3, etc. The result will give the name by which they are popularly known. The answer should be "a bad egg." Add 1000 for each year if used after 1920.

A Spook, Spirit and Ghost Race

Seat the players in chairs arranged in three rows. If larger crowd than thirty arrange in four or five rows, securing a new name for each additional row, as a fourth row might be Goblins, and a fifth, Witches, etc. Each row is a team. Let each team choose someone to be the Head Spook, Spirit or Ghost. Each Head Spook, etc., is seated at the opposite side of the room, facing his own team, far enough from the wall to allow a runner to pass behind his or her chair. Each team also chooses an umpire; each umpire must stand behind his own team, and keep score. The leader numbers each team, beginning with the front seat, 1, 2, 3, 4, etc. The leader (the 4th Vice-President) states that when he calls a number, the person

so numbered in each team shall run from the right of his chair to the right of his Head Spook (or Spirit, etc.), around him, and back home, on the other side. The first one to get home scores two for his team; the last scores minus one for his side. When time is called the team having the highest score wins.

A Ghost Room

A Ghost Room can be rigged up, with a Ghost on a throne. The Ghost asks the one who enters (which must be one at a time), if he desires his fortune told. The Ghost starts in to tell his fortune. Somewhere in the fortune, he must say casually that he sees a "change in position" in store soon, for that person. Then says, "If you will step up closer, you will soon realize part of your fortune." At the same time the Ghost arises and stretches out his hand as if in greeting. In the meantime two attendant ghosts lift the corner of the rug on which the person is standing (or kneeling if you wish them to), and slightly precipitate them.

The Stings of the Spooks

- | | |
|---|--------------|
| 1. A sting that cures fatigue? | Resting. |
| 2. A sting that cures hunger? | Feasting. |
| 3. A sting that tidies your room? | Dusting. |
| 4. A sting that cooks your meat? | Roasting. |
| 5. A sting that makes you laugh? | Jesting. |
| 6. A sting that foolish people indulge? | Boasting. |
| 7. A sting that spoils your tools. | Rusting. |
| 8. A sting that browns your bread? | Toasting. |
| 9. A sting that makes you read a book thru? | Interesting. |
| 10. A sting that tries? | Testing. |
| 11. A sting that adapts? | Adjusting. |
| 12. A sting that shop-keepers dislike? | Trusting. |

Hidden Fortunes

Write out fortunes with invisible ink or lemon juice. On the reverse side of the paper write,

"This paper 'bove a candle hold,

A fortune then it will unfold!"

Candles are then lighted and much merriment results as the blank pieces of paper slowly reveal the hidden writing.

A Bran Fortune Cake

A thimble—old maid.

A button—bachelor.

A gold ring—first one to be married.

A stone ring—next one to become engaged.

Tiny slipper—journey.

Also a toy automobile, ship, aeroplane, submarine or trunk,
might represent a journey.

Small purse—wealth.

If you wish to elaborate on this plan, one can easily think up other trinkets to include and a fortune appropriate. Wrap each in tissue paper and attach a ribbon—cover all with bran. When signal is given all pull. However, if you do not wish to provide a favor for each person present, give each a cooking spoon; they in turn take out a spoonful of bran, until the favors are all unearthed.

A Ghost Wedding

It is conducted without any speaking of course. The "flower girls" have flour sacks and strew pieces of paper along the path taken by the bride. All the principals of the wedding are labeled with signs fastened to long strings and placed about the ghosts' necks. The ring is a barrel hoop, etc.

A Mysterious Guessing Bag

The hostess appears with a large bag filled with peanuts. Each one is told to guess how many articles (not knowing what is in the bag) he can draw forth with one hand. The one that comes nearest to his written guess, could be given the peanuts.

Future Wife's Name

The hostess asks if the boys present would like to know their future wife's name; that she has just found a new fortune telling method and it should prove interesting. When they say "yes" she asks that each one write his name on cards which she provides. She then takes the cards, and explains that she must leave the room, in order to complete the charm.

She writes "Mrs." before each boy's name, and sealing in envelopes, carefully notes the boy's first name on the outside, faintly, so

that she can redistribute them correctly. She returns to the room, gives out the envelopes and there is a general good laugh as the girls look eagerly over the boys' shoulders to see the result.

Fortunes

Hide a ring, thimble and penny somewhere in the room. The one who finds the ring is to be married first; the thimble, an old maid (or bachelor); the penny, wealth.

Kismet

Have apples in baskets. Two ribbons of different colors are tied to each apple, as red for the boys and yellow for the girls. Twine the ribbons back and forth and cover the apples with Autumn leaves so that the apples cannot be seen. The ones who find their ribbons attached to the same apple are partners for the next game. Incidentally they eat the apple, dividing it and counting the seeds by the old formula,

One, I love; two, I love; three, I love, I say;
Four, I love with all my heart, and five I cast away.
Six, he loves; seven, she loves, eight they both love.
Nine, he comes, and ten he tarries.
Eleven he courts, and twelve he marries.

Alphabet Fortune

Letters of the alphabet are cut from newspapers and set floating on a tub of water. Any name they may accidentally form is supposed to be the name of the observing one's future mate.

Double Meanings

Two people commence talking about some word as "dear" that has more than one meaning. Anyone can join in the conversation if he thinks he knows the word they are talking about. If, however, he proves to be in error, he must throw a handkerchief over his head until the game is finished. Such words as, hare, ball, pain, boy, wail, and sail are examples of words that can be used.

Mysterious Answer

Have each select partner; all stand in circle. One couple in center. Each in turn points at someone and asks a question. Part-

ner must answer and not the one the questioner points to. If they even start to answer they must change places with the questioner. Ten can be counted after the question is asked to further confuse the players.

However if a girl points to a boy and traps him into answering, there would then be two boys in the center which is not allowable. In this case the couples change places, and the new couple start out questioning each in turn as before. If there are more boys than girls, or vice versa, this last rule need not apply.

Magic Wand

This being a game of mystery, two are needed who know the secret. A wand also is in evidence. One leaves the room. The other confederate asks whom he shall touch with the wand. Someone is touched and the confederate called in. He takes hold of the wand and they both rub their hands back and forth so that the magic will work.

For the magic part, it hinges on the first name of the person touched. If there is only one person in the room whose first name begins with the letter "P" it will be an easy matter to convey that name to the confederate. If, however, there are two whose names are somewhat alike as Mary and Marian, these could be conveyed "M" and "y"; and "M" and "i", to distinguish them. If there are two in the room with the same name, some method must be agreed upon beforehand. For instance if the name is "Grace," one Grace could be distinguished by "G" and "r" and the other by "G" and "a"; or the first one by "G" and "a" and the other by "G" and "e" as the vowels are easier to convey than the consonants.

To convey the necessary consonants and vowels to the confederate, the following method is used. For a consonant, a sentence is given beginning with that letter. You must think up common sentences or else the audience will perceive your methods immediately. For the vowels, one touch of the hands on the magic stick stands for "A"; two touches, "E"; three touches "I"; four touches "O", five touches "U."

Because only two letters at the most are to be conveyed, the one giving the message can repeat it over, if the confederate does not seem to get it. Such sentences can be used between them, as

"Didn't you get my message yet?" "No, I haven't received your message yet." "Not, yet," etc.

When the confederate says "Yes, I have the message!" he takes the wand and with many flourishes he lets it rest upon the right person.

All during the performances the audience is trying to guess how it is done. This will be the basis of the conversation for conveying the consonants to the confederate. Also a hint about conveying the vowels. Rub the hands nearly together many times but only the times that actually touch will count. The confederate guessing, should be a very vivacious person, talking a good deal and laughing thus diverting attention from what the other one is trying to convey.

Mysterious Portrait

This game requires the services of one confederate. Talk is purposely turned to the extraordinary properties that some persons possess of being able to tell who has looked into a mirror. Incredulity will be expressed on every hand, and one player who declares there may be something in it offers to leave the room so that the matter may be tested. He has already arranged with his accomplice that the latter shall always be beside the person who has looked into the mirror, he shall speak to him, just as the other comes into the room, be touching him, or otherwise identify him for certain. The confederate must do this naturally.

A hand mirror is brought into the room, and a girl is asked to gaze into it. She then hands it to someone else.

The medium is summoned. He is handed the mirror and looks at it fixedly and with much intensity for several seconds, then he pauses and gently wipes it with his handkerchief and looks again. This creates an atmosphere of mystery. (He has already noticed that his confederate was talking to the young lady as he entered the room.) Presently he draws his hand across his forehead and says, "I see the face of Miss Bothe," and walking towards the girl in question, "This is the Lady in the Mirror." If this has been seriously done it will be very effective.

Do not repeat more than two or three times, and it is best not to tell the methods used until some later date.

Electric Shock

Four players who can act well together and be able to hold themselves under perfect control are chosen.

This game is well adapted to purposes of a side-show.

In the center stands a small table upon which are placed a few metal articles, such as a knife, fork, spoon, flatiron, scissors, and key. The confederates agree upon the article which shall give the shock (there must be no doubt about this); also choose a different one at each performance.

All being ready, those of the guests in the main room who would like to undergo electrical treatment are invited to do so one by one. Explain that one of the articles is electrified and tell him to discover which, by gently touching each in turn. Suppose the key had been selected as the current carrier. The confederates then join hands and stand around the table. Should the patient prove dilatory the others will begin to jump quietly up and down and ask him to be quick as they are feeling the current.

If he touches the knife, the spokesman of the four will say to his fellows, who are still moving, "It wasn't that: I feel nothing do you?"

Of course, he will come to the key sooner or later, and the moment he touches it the others give a terrific yell simultaneously—they have received a shock! And so has he! The patient is now taken into the partnership and another invited in. Or all can be sent back after they receive their shock.

Hallowe'en Story

A Hallowe'en Story should be told by a dim, dim light from one candle, both teller and listeners seated on the floor close together. The story should be short, fantastic, and weird, with a thrilling climax and a ludicrous ending to break the tension. The story may begin with a lonely, deserted cabin in a howling storm, with wailing winds, groans, and horrible sounds, followed by knockings (at a pre-arranged signal they are heard, loud and sudden on the hall door). Enter a Ghost, dragging a clanking chain, and rattling dried bones. He may be hunting for buried treasure, stolen gold or jewels, or for his lost arm or head; he asks each one present for what he wants, then accuses some person present of having stolen or hidden it; an

accomplice pretends to search the accused, and produces a brass ring, bits of glass, a big bone, a doll's leg or arm, a pumpkin-head or a cabbage-head; the finder shows it by the light of a match or candle, the ghost seizes his property, puts out the light and rushes off with fiendish shrieks; as the door slams all lights are turned on.

I propose to you a stunt: that at your next social you try faithfully to leap over the barriers of reserve that keep you out of someone's life.—Amos R. Wells.

*Ta ra ra ra boom de ay,
What's the matter with San Jose?
We're from First Church, what do you say?
Ta ra ra ra boom de ay.*

ARMISTICE DAY CELEBRATION

Games of All Nations, could be used for an evening's program on Nov. 11th. Be sure to sing some of the other National songs besides our own, during the evening.

God Save the King.

The Marseillaise.

Blue Bells of Scotland.

Beautiful Venice, The Bride of the Sea.

GAMES

Slipper Slap

"Denmark"

All stand in a circle; one is in the center. A slipper is passed behind backs. Therefore, all must stand shoulder to shoulder. It is quite allowable to hit the center player whenever an opportunity offers. He must endeavor to catch someone with the slipper in their hand. If he can do this, that person must go to the center.

Oyster Shell

"Ancient Greece"

Two parallel lines are drawn across the center of the room, with a space of a few feet between them, which is neutral territory. Also two lines are drawn at either end of the room.

The players are divided into two sides and line up on either side of the center lines. A piece of cardboard, cut to represent a large oyster shell, has a black spot on one side. Each side chooses whether they shall be the "Black" or "White" side.

A leader, standing in the neutral territory tosses the oyster shell up, and if it lands "black spot up" the "Blacks" must run for their goal, the "Whites" chasing them, etc. Any one tagged must go to the other side. Each one so tagged counts one point for that side. When signal is sounded the side that has the most number of points wins.

Rolling Target

"North American Indians"

Provide one iron hoop and five tennis balls. Five from a side play at a time. A leader rolls the hoop for each side. The five contestants line up, a few feet between each player. Each is given a ball. As the hoop passes them, they must try to throw their ball

through the hoop. If successful it counts 1 for their side. After three trials, all the points possible are counted, and the other side then plays.

Chinese Wall

Arrange as for Oyster Shell, with two lines in the center of the room, about four or five feet apart. The one who begins the game, must stand in this space or "on the wall." Company is divided into two sides, which line up on either side of the wall. When a whistle is blown the sides must change places. The center player tries to tag as many as he can. All these must aid him thereafter in tagging others. The last one to be caught starts the game if it is played a second time.

Widower

"Sweden"

Each secures a partner and stands in a long line, one couple behind the other. There is one player "out" who must stand at the head of the line, but facing the same way. When he calls "Last couple out," the last couple in the line must run forward, the boy on one side of the line and the girl on the other, and when they pass the front player he must try to tag one of them before they can clasp hands. If he is successful he takes the girl for his partner, takes his place at the head of the line, and the other boy is "out."

Oats, Peas, Beans

"Italy"

This is an old traditional singing game played at Harvest Festivals. The motions, and selecting of partners, indicates the custom of courtship and marriage at these sowing and harvest gatherings. It can be found in "Games for the Playground, Home, School and Gymnasium," by Jessie H. Bancroft.

Shuttle Relay

"America"

The players are divided into two or more groups of equal numbers. Each group in turn is divided into two divisions, which stand facing each other in single file, with the leader of each division toeing a starting line. These should be considerable distance apart. At a signal, the leaders on one side run forward, give the flag to the leader of the line facing him, and pass at once away from the playing space. Each player thus runs only in one direction, instead

of in two, as in a single relay race. The team wins whose last player first dashes across the starting line opposite him with the American flag in his possession. Do not have sticks on the flags as they might get in someone's eye.

Allied Flags

Secure about ten of the allied flags. Form two lines of your company. Have the sides named, as France and England. Have each side select a Captain to keep score.

Director holds up one of the flags. All of either side who think they know which country the flag represents will step forward about two feet from the main line. Each will say in turn which country he thinks. Director will then tell the name of the flag; all who have given same correctly will remain in place, those, incorrectly will step back to place. All who have spoken correctly count 5 points for their side. All step back in place as at beginning. Director holds up another flag, and so on. Tell people to try even if they are not sure about the name of the flag.

Another way is to ask only three on each side for the answer. If they answer correctly, five points a piece for their side. If incorrectly, minus one for their side.

New Way of Securing Partners

Make out regular programs. On the right hand inside page give a list of the games to be played and number each. On the left hand page give corresponding numbers with lines for names. Secure little "Allied Flag" stickers for the cover. Have the boys and girls find partners for all of the games by signing one another's programs.

For the above games let each find their partner, and arrange so many couples on each side for the game or contest.

The Nation Social, in which the various groups of foreigners furnish the entertainment by appearing in native costumes and giving exhibitions of the manners and customs of their own countries, is another means of getting acquainted.—The Efficient Epworthian.

FEAST OF CHRYSANTHEMUMS

This is a Japanese Festival and occurs in November. This could be made a very picturesque Reception of New Members.

Have the girls on the Cabinet come dressed in Kimonos and with little fans in their hair. They are the Reception Committee. Every officer should have a band about his arm, giving his office. This is to thoroughly acquaint the new members with all of the officers.

Japanese screens could be employed in the Decorating scheme and be sure to have vases filled with Chrysanthemums.

A pretty twenty minute "feature" is a Japanese Wedding. This could be presented by non-cabinet members so that more will be in on the "doings." Very little talent is needed for this and no speaking is required.

A Japanese Song could be given next.

Oriental Greeting

Each New Member is introduced to as many as possible. Each shakes his own hands and bows.

Occidental Greeting

Or a good Methodist Shakedown can be indulged in next, where each gives the New Member a good pleasant shake of the hand.

JAPANESE GAMES

Flowers and the Wind

See under a Bird Social in May.

Flower Petal Game

The face of a pretty girl is drawn on a heavy piece of paper and tacked on the wall. Each in turn is blindfolded and given

First one: a red petal of a rose to paint the lips in the picture.

Second one: two pink geranium leaves for the nostrils.

Third one: two pink rose leaves for the cheeks.

And so on with violets for the eyes, sunflower petals to make the golden tresses, etc.

As each one places his flower petals, his name is written where he touches the picture. One coming the closest to the correct spot wins some small Japanese article.

With a very small gathering each one present makes an entire picture with the flower petals. The best picture wins a Japanese print or a diminutive Japanese plant.

Tissue Paper Flowers

Have different colored tissue paper on hand. Each may choose a color to make a flower with; also a slender wire for a stem and a few green leaves or green paper to make leaves. It is surprising what pretty flowers can be manufactured in a short time from these materials. A large chrysanthemum could be the prize.

Yemari

All stand in a circle. One is given a rubber ball. That one commences to bounce the ball, hitting it with his hand again and again; as soon as the ball goes outside of his reach the one near it bounces it and so on. Each must not move from his or her place, but if the ball comes near them they must bounce it until it moves away from them. If anyone misses the ball when it comes their turn to hit it to the floor again, they forfeit their place in the circle and so on until there is only one left. That person is declared the winner.

The Ribbon's End

All the players place themselves in a row, one behind the other with hands on the shoulders of the one in advance. One person is selected as Catcher. The Ribbon eludes the attempts of the Catcher to tag the end player in the line, by twisting and turning. When the Catcher finally tags the end player, the first one in the line must be the Catcher, for allowing this to happen, and the Catcher becomes the end player.

Japanese Fan Ball

Secure two or more Japanese paper balls. Each selects three from their side to compete one after another, in fanning the paper balls from a starting point to a chair, underneath the chair to a goal, back under the chair and to the starting point.

Japanese Tag

Ordinary tag except for the fact that wherever a player is tagged he must put his left hand on that place until he tags someone else.

List of Favorites

Each one is supplied with a piece of paper and a pencil. The Fourth Vice-President asks each to write his favorite fruit; season; city; color; book; pleasure; State; name; flower; scenery; jewel. These papers are then collected and read, all trying to guess from the preferences who wrote them. First one shouting the right name gets a flower. One with most flowers at the end of the reading, wins a small prize.

The Chapter misses a great opportunity if it neglects to make due recognition of the new members when they are received. It need not be elaborate, but it ought to be impressive.—Dan B. Brummitt.

TOWN ELECTION IN DECEMBER

Divide your company into four groups. They can select any political name they desire, as Republican Party, Democrats, or even Whigs if they desire.

Each side nominates a person for "Mayor." Then there is a contest between the sides; the winning side thereby elects their Mayor.

Two sides compete against each other and then the two winning sides, compete for final winners, in the following game.

Red Stocking Game

Have two large red stockings. Have all sized packages to put in the stockings. Packages must be passed one at a time down the line and placed on the floor beside the last person, then passed back up the line and placed in the stocking. Line to finish first, wins. The winning side's candidate is written on the blackboard opposite his office of Mayor.

A "Judge" is next nominated for office by each party. The contest is

The Night Before Christmas

Write out this poem, leaving out an important word now and then. See which party can fill in the most missing words first, and correctly.

A "Surveyor" is next nominated for office. The contest is

Star Game

Each party is given a large paper star. The side having the most number of "star" names written down when the signal for the end of the game sounds, wins. This game could be "national stars" (names of great Americans).

A "Tax Collector" is next nominated for office. The contest is

Menu for Christmas Dinner

See which side can prepare the Best Menu for Christmas Dinner.

A "City Printer" is next nominated for office. The contest is

Mince Pie

Cut thin cardboard to represent big pieces of pie. Thereon write "Christmas" words pied (that is jumbled). Would suggest about

ten. The side to rearrange the words in their proper order first, wins.

All of the candidates elected now are called upon to make a short speech telling what they are going to do for their town. The one that makes the best speech should be awarded some token.

The side that has the most candidates elected should also be given a prize, as a box of candy.

When a Cabinet officer thinks that the Chapter can't get along without him, it is time for another election, no matter what the Constitution says.—The Efficient Epworthian.

Mince-pie is more than ingredients, but when you improve the ingredients you improve your chances of getting a better pie. Get the best material for the devotional meeting that you can find.—Dan B. Brummitt.

The Editor recommends the best material possible for the Epworth League Social.

MOTHER GOOSE FESTIVAL

Each receives a name pinned on, of a Mother Goose Character.

A Wild Goose Chase

A Wild Goose Chase then takes place. Each is given a piece of paper with directions on it, as "Look under the clock," and when the person has done this he finds another piece which reads, "Look under the carpet." Finally after the fourth or fifth direction he finds half of a proverb. The persons whose proverbs match are partners for the next game.

Mistletoe

Display a piece of mistletoe and have each couple guess how many berries it contains. Count them carefully and the couple coming nearest to the correct number wins.

A good way to keep score of the winners and necessitating only one prize, is to give out large Christmas Tags; each time a couple wins they each get a Christmas seal on their tags.

Mother Goose

All sit in a circle. Each keeps his own character name. This game is played like Stage Coach. When their name is mentioned in the story, each must whirl three times. Of course a stout man will be "Little Jack Sprat." Perhaps he will have to whirl often. When "Fairylend" is mentioned all change places. When the signal for the end of the game is given, ones sitting next to each other are partners for the next game.

Nursery Rhymes

The partners in this game must take both of their Mother Goose names and make a rhyme containing both names. The most clever, wins.

Still Hunt for Words

Each one is given a letter of the alphabet. Have many vowels. All work in couples. Each couple is given a pencil and piece of paper.

All move about the room trying to form some word by standing next to another person or persons. Partners can work separately in forming the words but come and tell partner each time so that the word formed can be noted on their paper. If one has the letter I,

he could stand next to a person having S, and form the word IS, and if H happened along just then he could claim another word.

Wooden Goose Race

Secure two of the funny art nouveau geese which move on wheels, wagging their heads and clapping their bills. Two players at a time push these over a prearranged course with canes. The players who win in the first races can match each other for the second contests, and so on. Or each time a player wins, he wins also for his partner and they each receive a Christmas seal on their Christmas tags. If you do not wish to make this a very long contest, divide the company into sides, select one from each side to compete, the side winning, each receives a Christmas seal on their Christmas tags.

Conundrums

Conundrums are matched for partners for refreshments. Write the conundrum on one piece of paper and the answer on another. Give out the conundrums to the boys and the answers to the girls. "Conundrums" by Dean Rivers is a good book to use for this.

Small funny little toys could be brought done up gayly with Christmas cord. These could be addressed to anyone the donors desired. All are placed about a small Christmas Tree. The Fourth Vice-President might have some extra trinkets wrapped up ready to address to anyone not provided for by the guests.

Just before refreshments a "Santa Claus" is appointed and the names called out. This will indeed be a merry way to end up the social.

Study your League roll, not to see how many you may cut off, but to discover how many you can keep on if you try hard enough.—The Efficient Epworthian.

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It is indeed difficult to arrange an index of games in any arbitrary manner. Many of the games given here could be used alike for a large crowd or a small one, if with a large crowd numerous groups are formed. Do not pass a game by because it is indexed under games suitable to a large crowd. The same advice applies to the other headings.

The best method to use in planning a social is first, to decide near what holiday or in what season it falls; second, to select the social in this book that will nearest meet your needs. Then if the games given are not new or do not seem to be appropriate select others from various socials given, and work these into the social. If you try to work out a RELATED program and games appropriate to some holiday or seasonal idea, it will indeed be a pleasure to plan a social and your social committee will seem ready to co-operate more fully with your ideas.

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